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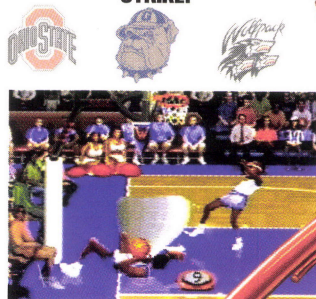


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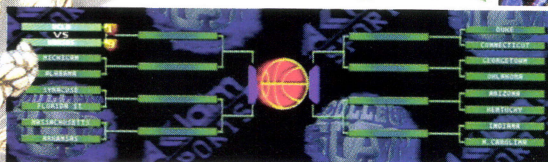
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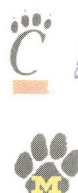
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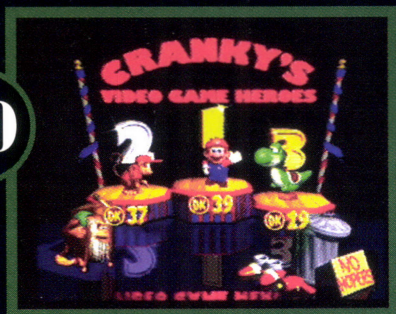
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Editor in Chief **Chris Bieniek** has been reading *Child in Time*, the autobiography of Ian Gillan, and recently discovered that he can't touch the pinky on his right hand with his right thumb. He grew up thinking that black pepper was just something that the Three Stooges would use to make Vernon Dent sneeze, but now realizes that it tastes pretty good, especially on pasta and potatoes.



Executive Editor **Betty Hallock** thinks it funny that people would wrap surgical tape around their fingers in order to lose weight. She hears it's the latest craze in Tokyo and has considered wrapping tape around her own fingers, but has since abandoned the idea. She wishes she had the money for some new shoes. "Happy Birthday, Daddy! I love you."



Art Director **Ione Flores** carries an armor-plated purse in the shape of a coffin but has not yet been seen bashing anyone in the head with it. She likes her pasta al dente and prefers red sauce to white sauce. Ione is not a vegetarian, but she recommends not eating red meat in the evening, as it takes too long to digest.



Senior Editor **Nikos Constant** likes scallops—especially raw ones in a special sauce comprised of mayonnaise and salmon roe (the eggs of a fish when still enclosed in the ovarian membrane). He would like to attend Thailand's Golden Jubilee, a celebration of the 50th anniversary of the accession to the throne of Thailand's longest-reigning monarch.



**Wataru Maruyama** recently found out that the Pismo clam is unisexual and can produce as many as 15,000,000 eggs per season...but he doesn't know what this means to him. He's played the lottery without much success. Wat likes crumpets with marmalade and hopes to return as a selenographer in his next life.



**Tyrone Rodriguez** has a new favorite at the arcade: *Killer Instinct 2*. When asked who he would like to see as the Republican presidential candidate, he responded, "Buchanan. I like him. He seems like a family guy." Tyrone just turned 18 this year and—political sophistication that he is—is looking forward to voting. (Betty is frightened.) Tyrone says "hi" to his mom.



According to Tyrone, **David Hunt** thinks that Chris and Betty have been "blowing him off" because he hasn't had a strategy guide assigned to him since *Samurai Shodown III*. He's forgetting that he turned down the opportunity to write up *Killer Instinct 2* because he personally can't stand the game.



**Karen Hallock** did not contribute to this issue of *Tips & Tricks*, but here's her picture anyway. She would also like to say "Happy Birthday, Daddy! I love you, too."

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**Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your tips, tricks questions and comments to:**

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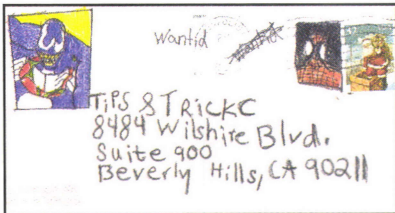
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**We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.**

## SEPARATION ANXIETIES

Hi! How are you? I hope you're better so you can give us all cool tips and tricks. I have a Sega Genesis. I want to know if there are any codes or cheats for *Separation Anxiety*. I'm 12 years old.

—Cory Gordon  
Dayton, MN



*You're in luck! T&T readers Azeem Syed and Ryan Murphy have come to your rescue by sending in their Separation Anxiety tips:*

Here is a tip for *Separation Anxiety* on the Genesis. You have to be Spider-Man to do this trick. At the very beginning, go to the upper left corner and punch; this will take you to a secret room and you will be attacked by a whole bunch of people. After you kill them all, wait and you will see an extra life, but wait longer and you will get three more lives.

—Ryan Murphy  
Altoona, IA

I have passwords and secrets for *Separation Anxiety* for the Sega Genesis.

Life Foundation: DCCPMH

Foundation Sanctum: MDRKJP  
Internal Security Zone II: STSPPC  
Carnage Uncaged: QPMJCV  
For a hard game: MRRYPN

Secret Room: In the second stage, "A Bridge to Bedlam," at the beginning of the stage, go all the way up with Spider-Man, then go all the way to the left and jump kick left.

—Azeem Syed  
West Covina, CA

## GIMME GAME GEAR TIPS

Hi! How are you? I hope you're good, so you can keep giving us way cool cheats. I think this magazine is rad. There is none like it. There is only one thing that should be done to improve it: a whole page of cheats for Game Gear. Thanks.

—Andy Marciniak  
Whitby, Ontario

*Thanks, Andy. You'll find just what you're looking for on page 68.*

## MINION MANIFESTATION

Hi, guys. How are you? I am a 13-year-old male who wants to know if there is a code to play as Minion in *Twisted Metal* for PlayStation. If there is, how do you do it?

—BJ Oswald  
New Haven, IN

P.S. Your mag rules.

*Sorry, BJ, but we're pretty sure that the list of Twisted Metal cheats in our PlayStation tips section includes all of the secrets in the game. You'll have to wait for Twisted Metal 2 to play as Minion.*

*P.S. Thanks for the compliment, but readers like you are the ones who really rule.*

## THE ONLY CONSTANT IS CHANGE

What does Nick Constant really look like? In all of my T&T magazines there is just a silly picture next to his paragraph in the "Staff Secrets" section. Is he a former C.I.A. agent or something?

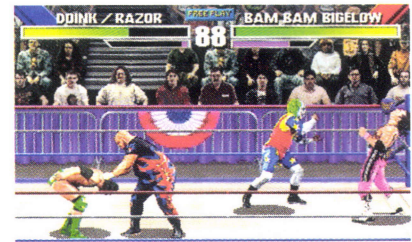
—Daniel Nelson  
Torrance, CA

*Betty managed to sneak a "real" photo of Nikos into the April issue—you must have missed it.*

## IT'S A TOTAL DEBACLE

Do you have codes for *WWF WrestleMania* for the Super NES? I'm so hyped about the hidden wrestler, Adam Bomb, and would like to know if you can access him on my system. Could Bam-Bam and Yokozuna be selectable on the Super NES? And what about finishing maneuvers? Please give me the answers!

—Joshua Allen  
Gonvick, MN



*Bam-Bam and Yokozuna are definitely not in the Super NES version of WrestleMania—it would have been foolish for the developers to "hide" them as secret characters, since we're sure that Acclaim took a lot of heat from WWF fans who were angry that 25% of the wrestlers from the arcade game were missing. Adam Bomb is a different story; there are those who believe that he's not really in the arcade game at all, and that the Undertaker's "fatality" is the only finishing move for all eight characters. We're still trying to separate fact from fiction, so keep watching this space for further updates.*

## GUINEA PIG GOES BUCK WILD

I lost my *Sonic the Hedgehog 3* and *Alien 3* codes because my guinea pig ate them. My little brother put the codes on top of the dresser and they fell into the guinea pig box. When I woke up the next day, he had already eaten up half of the codes. I would really appreciate it if you could give me codes for both of these Genesis games.

—Michael Billingslea  
Atlanta, GA

*If you'll refer to our Genesis tips starting on page 54, you'll find cheats for both games. You may want to consider keeping your guinea pig (or your little brother) in a proper cage.*

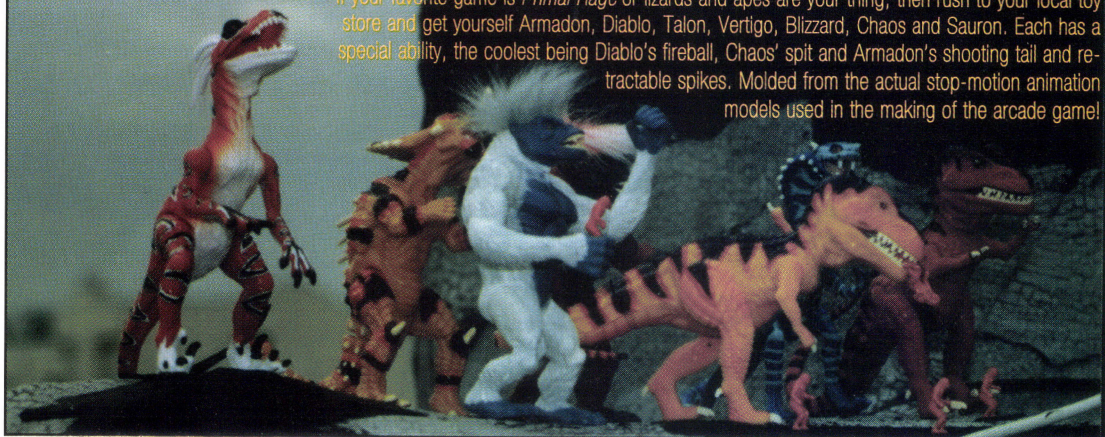




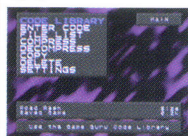
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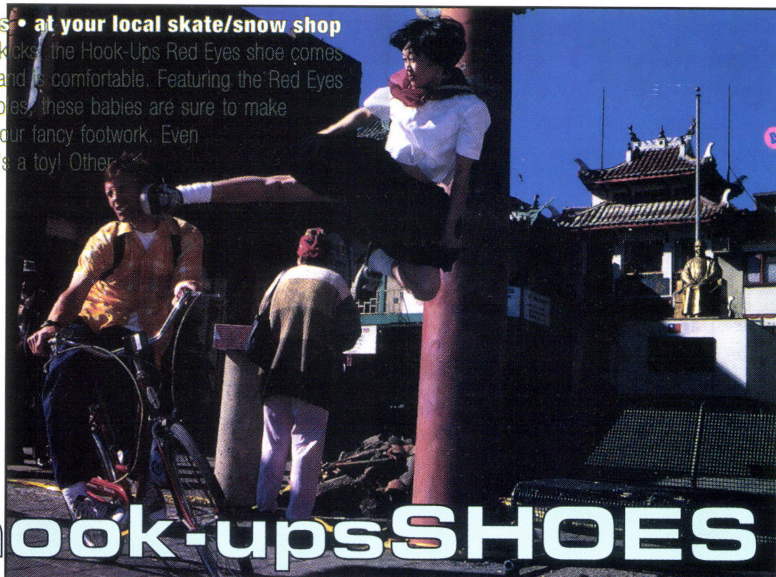
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# TAVERN



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# KILLER INSTINCT 2

## Exclusive Strategy Guide

By Tyrone Rodriguez with Adrian Sanchez

The designers of **Killer Instinct** were not content with simply outdoing their brainchild with a clichéd sequel. By giving **KI2** the best techno soundtrack ever, beefing up the already mind-blowing visuals and improving the game engine ten-fold, they have made their Magnum Opus. **Killer Instinct 2** is the model sequel to a masterpiece. The massive double-digit combos are still in there, but this time they have to be earned. The Combo Breakers are also more forgiving. Frustrating at first, **KI2** will reveal itself to be a master's fighting game after repeated play. Don't let anyone tell you otherwise.

### THROWING

While not as integral as it is in *Virtua Fighter 2* or *Tekken 2*, throwing has been incorporated into the game engine (much to the dismay of some **KI** pundits). However, throws don't do much damage unless used in conjunction with a special attack during a combo. The Throw button is different for some fighters; it's done by pressing **→ + Fierce Kick** or **Fierce Punch** while in close to your opponent. It is possible to juggle after a throw; here's an example using **Glacius**.

- 1) Start a combo with the Cold Shoulder (**↓↘→ + Medium Punch**), then **Quick Punch**
- 2) Press **→ + Fierce Punch** to toss them to your opposite side
- 3) **← + Fierce Punch** to juggle after the throw

Note that in the above example, the left arrow in step 3 represents "forward" or toward your opponent. As in all of the fighting-game strategies in *TIPS & TRICKS*, the moves and combos on the following pages show the arrows as if your fighter is facing to the right at the start of the sequence. However, since **Glacius** has thrown his opponent to the left in the middle of this combo, you need to point the joystick **Left** to finish the last step.







## STAGE SELECT + MUSIC SELECT

As in the original *Killer Instinct*, you have the option of choosing your favorite stage and background music in a two-player battle. To do this, go to the character-select screen and pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **Punch** or **Kick** buttons; see the chart to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the tuneage using the same method. Each character's lair has a stage-specific finishing move; most of them require that you finish your opponent with a special attack near the extreme left or right of the playfield.

↑ + Quick Punch	Sabrewulf stage
↑ + Medium Punch	Maya stage
↑ + Fierce Punch	Glacius stage
↑ + Quick Kick	Tusk stage
↑ + Medium Kick	Fulgore stage
↑ + Fierce Kick	Orchid stage
↓ + Quick Punch	Jago stage
↓ + Medium Punch	Gargos stage
↓ + Fierce Punch	T.J. Combo stage
↓ + Quick Kick	Kim Wu stage
↓ + Medium Kick	Spinal stage
↓ + Fierce Kick	Spinal stage
↓ + Medium Kick	(both controllers) Sky Platform

## SPEED SETTINGS

Sometimes opponents can get you really angry. If you find that you're losing a lot—or maybe you just want to tick someone off—try changing the game's speed. There are three speeds in *Killer Instinct 2*: Normal, Fast and Ultra. The original game required the co-operation of both players to pick the speed in a two-player game, but in *KI2* you can do it all by yourself. Just hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed	↑ or ↓ + Medium Kick or Punch
Ultra	↑ or ↓ + Fierce Kick or Punch
Normal	↑ or ↓ + Quick Kick or Punch

## COMBO THEORY

Things have changed quite a bit since the last Ultratech tourney. Auto-doubles were almost the only way a combo would be registered in *Killer Instinct*; *Street Fighter*-style manual combos were basically non-existent. *KI2* has auto-doubles, manuals, chains and supers. Some may remember that in the first game, the norm was to use **Quick Punch** after **Quick Kick** (and vice versa), **Medium Punch** after **Fierce Kick** and **Medium Kick** after **Fierce Punch**. The Auto-double system has been altered slightly (see "Linkers" for info) to make room for more varied combos. While *Killer 2*'s nearest competitor, *Street Fighter Alpha*, had the button system going from left to right, *KI2* has the Auto-doubles/linkers, etc. going from right to left. The *Street Fighter* press/release combo system works great. These smaller combos are annoying to human opponents because of their sheer speed.

### LINKERS

Fierce Punch/Kick links to Medium Punch/Kick
Medium Punch/Kick links to Quick Punch/Kick
Quick Punch/Kick links to Fierce Punch/Kick

## OVERHEADS

For those who are unfamiliar with the term "overhead": It is a relatively recent addition to the language of fighting games. Essentially, it refers to an attack which can go over a crouching opponent's block. Though not recognized for it, *Super Street Fighter II* pioneered the use of overheads. Many other fighting games have implemented them since then, but *Killer Instinct* is noted for the most obvious use of them. The original *KI* had no throws, so the main purpose of overheads was to nail opponents who did nothing but block and wait for obvious openings. In *Killer 2*, the overhead is performed in close to your opponent by pressing ← + **Fierce Punch**.



## ADVANCING/RETREATING

Some—but not all—of the fighters in *KI2* have a move which makes them advance toward or away from their opponent. Kim Wu rolls, Spinal dashes, Sabrewulf pounces, etc. This can be done with a quick double-tap → → or ← ← on the stick. Use these maneuvers to confuse opponents or to set up combos. Kim Wu has a nasty little way of saying hello; try the following example, it works like a charm.

1. Use the roll as much as possible through the whole match. When your Super bar allows for at least one Super, go to Step 2.
2. Roll toward your opponent (→ →); as you roll, begin the motion for the Rolling Dragon (↓ ← ← ↓ → →)
3. End the motion with **Fierce Punch** just as you finish rolling. Depending on the distance from your opponent, Kim can do another continuous roll, then end with an uppercut. Quite devious.



## SUPER STUFF

Surprise! *Killer Instinct 2* has Super moves. Developed in part by SNK and perfected by Capcom, Super moves have become a staple of contemporary fighting games. Each fighter in *KI2* has at least three Super attacks which can be used when the power bar has been filled, and many of them remain a mystery.







## PAPER, ROCK, SCISSORS

The age-old "Catch-22" kid's game of Janken (paper beats rock, rock beats scissors but scissors beats paper) has been used by Nintendo's Ken Lobb as a method of describing how to stop dash attacks in *Killer Instinct 2*. Using Jago as an example: In a Jago vs. Jago match, if one player does a Wind Kick and the other pulls a Ninja Slide, the Wind Kick wins. The Ninja Slide beats the Laser Sword, but the Laser Sword beats the Wind Kick.

Each character has three special moves which fit this formula, both against the same character and against other characters. If you know the sequence of moves in paper/rock/scissors order, you can use the proper counter-attack to snap out of what's called a "block stall". For example, in the aforementioned Jago vs Jago match, if one player jumped in with a **Fierce Kick**, then pressed → + **Fierce Kick** followed by a Wind Kick, the other fighter would be stuck in a block stall during this entire "pressure combo"; that is, your only possible options are to stand and block or crouch and block. If you know the paper/rock/scissors theory and execute the correct attack during a pressure combo—in this case, the Laser Sword—the blocker will snap out of the block stall as soon as the corresponding attack is executed. If you pick the right attack, you can start a combo of your own; pick the wrong one and the player who initiated the pressure combo will get an opener.

Note that if a player takes the risk of attacking with a pressure combo, that player will be rewarded with Super power. If the player takes no real risk—like jumping in with **Fierce Kick** to "pressure double", then → + **Fierce Kick** to a Quick Tiger's Fury—it is not possible to "snap out" of the block stall. However, less Super power is earned for this low-risk pressure combo.



## POWERING UP

*Killer Instinct* rewarded players with extra hits on valid combo enders. Now one must earn these hits. There are a total of five valid combos enders that power up when used alternately. Each time a different ender is used, an extra hit will be added to the next ender used—up to a maximum of five hits. For example, if you're playing as Jago and end your first combo with a Fierce Tiger's Fury, ending your next combo with a Fierce Laser Sword will give you two hits for this ender. The enders also serve to power up the Ultra. In *Killer Instinct*, the Ultra added about twenty hits to any combo. In *Killer 2*, if you use the power-up theory correctly, the number of hits added by the Ultra can increase. There are two requirements to power up the Ultra:

1. Each of the five different valid combo enders must be used at least once during the match.
2. Each fighter has one valid combo ender which must be done after the first four.

The order of the first four enders does not matter, but the fifth must be done after the first four have been performed. In Jago's case, the final combo ender should be a Medium Tiger's Fury; see the character listings on the following pages to find each fighter's Ultra-powering combo ender.

## ULTRA COMBOS

The Ultra Combos are pre-programmed combos which act as a series of automatic unblockable/unbreakable attacks that can only be performed at the end of a fighter's second life bar. They must be done during a valid combo to be triggered. The motion for the Ultra differs from fighter to fighter and are listed under each character's special attacks.

## SHADOW ULTRAS

Previously, Shadow Ultras resulted from Combo Breakers and only occurred *after* the Combo Breaker; there was no controlled way of performing a Shadow Ultra. There is now! It can be done by starting a combo with a Shadow Linker. Here's the easiest example I can think of—with Jago, of course.

1. Start with the Shadow Wind Kick (→↓↘↙←→ + **Medium Kick**), press **Quick Kick**
2. Now go into the Ultra (↘↓↙ + **Quick Kick**); the extra cool shadows will follow. This combo looks even classier if done while in Ghost mode.





## Jago



The monk has been toned down in a way, but returns with a better arsenal and the means to combo after a dash attack. Combining after someone dashed at you in KI required master timing because Jago's Laser Sword was the only opener fast enough to catch someone after a dash. This made Jago easy prey for fighters with fast post-attack recovery time; TJ Combo could make mincemeat out of Jago back then. In KI2, to begin a combo after a dash you have many options:

- 1) Start with a low **Medium Punch** into Ninja Slide, or...
- 2) Press **→ + Fierce Kick** and continue from there.

His Wind Kick does not pass through projectiles anymore, but the Ninja Slide goes under them. He can't do the Yellow Endokuken, but he does have a fake fireball—and he can perform the Red Endokuken at any time. Jago's Laser Sword swings twice. I'd say it was a fair trade-up.

### SPECIAL MOVES

Endokuken	↓↘→ + any Punch
Tiger's Fury	→↓↘ + any Punch
Ninja Slide	↙↓↘ + any Kick
Laser Sword	↘↓↙ + Medium or Fierce Punch
Red Endokuken	Hold Fierce Punch, ↓↘→ then release
Fake Endokuken	↓↘→ + Quick Kick
Wind Kick	↘↓↙ + any Kick

### SUPER MOVE

Jago's Ghost	↓↙← + Quick Kick
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### COMBO BREAKER

Tiger's Fury	→↓↘ + Punch or Kick
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### SUPER FINISHERS

Super Tiger's Fury	↓↙←↓↘→ + Fierce Punch
Super Red Endokuken	→↓↘↙← + Quick Punch

### SHADOW LINKERS

Ninja Slide	↙↘↓↙↙← + Fierce Kick
Wind Kick	→↘↓↙↙← + Medium Kick (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	↘↓↙ + Quick Kick
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### ULTIMATES

Ultimate 1	→↘↓↙↙← + Medium Punch
Ultimate 2	→↓↘ + Fierce Kick

### VALID COMBO ENDERS

1. Laser Sword with Fierce Punch
2. Tiger's Fury with Fierce Punch
3. Endokuken with Fierce Punch
4. Wind Kick with Fierce Kick
5. Tiger's Fury with Medium Punch (must be performed last to power-up Jago's Ultra)

### BEGINNER COMBO

1. In close, press → + Fierce Kick
2. Then do Jago's Fierce Laser Sword (↘↓↙ + Fierce Punch)

### INTERMEDIATE COMBO

1. Start with a Medium Ninja Slide (↙↓↘ + Medium Kick), then a Quick Kick
2. Add a linker, a Medium Laser Sword (↘↓↙ + Medium Punch), then press Quick Punch
3. End the combo with a Fierce Laser Sword (↘↓↙ + Fierce Punch)

### ADVANCED COMBO

1. Start off with a Fierce Ninja Slide (↙↓↘ + Fierce Kick) and get an auto-double with Medium Kick
2. Link to a Medium Laser Sword (↘↓↙ + Medium Punch) and add a Quick Punch
3. Here's the fun part: Go from the Quick Punch to a Shadow Linker Wind Kick (→↘↓↙↙← + Medium Kick)
4. ...and finish with the Super Finisher Tiger's Fury (↓↙←↓↘→ + Fierce Punch)

### ADVANCED ULTRA COMBO

1. Do a Medium Wind Kick (↘↓↙ + Medium Kick) and auto-double with Quick Punch
2. Use the first of four Shadow Wind Kicks (→↘↓↙↙← + Medium Kick), then hold → and press Fierce Kick
3. Now the second Shadow Wind Kick (→↘↓↙↙← + Medium Kick), hold → and press Fierce Kick
4. Add the third Shadow Wind Kick (→↘↓↙↙← + Medium Kick), hold → and press Fierce Kick
5. Use one more Shadow Wind Kick (→↘↓↙↙← + Medium Kick), then end it all with the Ultra (↘↓↙ + Quick Kick)



## Glacius

Our cold-blooded extraterrestrial friend also returns with a slight change in strategy. Glacius can be used as a keep-away type of character. By changing up from fast to slow Arctic Blasts and including an Ice Lance every now and then, opposing players are sure to keep on their toes. Any combo starting with the Cold Shoulder is easy to break because the player is either going to press a **Quick** button or try to do a manual with a **Kick** button. The Liquidize is a better opener, although more difficult to initiate. His low **Fierce Kick** hits twice and has combo possibilities. Note that if you hold **Quick Kick** after the Liquidize move, it will keep Glacius under and revitalize him. This also uses up power.

### SPECIAL MOVES

Cold Shoulder	↓↘→ + Medium Punch
Liquidize	↓↘→ + any Kick
Ice Lance	↓↘→ + Fierce Punch
Ice Grip	↓↘→ + Quick Punch
Arctic Blast	↓↙← + any Punch

### SUPER MOVE

Snow Bomb	→↘↓↙↙← + Fierce Punch
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### COMBO BREAKER

Ice Lance	↓↘→ + Punch or Kick
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### SUPER FINISHER

Arctic Slam	↙↘↓↙↙← + Quick Punch
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### SHADOW LINKERS

Bladed Hands	↙↘↓↙↙← + Medium Punch
Puddle Pummel	↙↘↓↙↙← + Fierce Kick

### ULTRA COMBO FINISHER

Ultra	↓↘→ + Quick Kick
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### ULTIMATES

Ultimate 1	↙↘↓↙↙← + Quick Kick
Ultimate 2	→↘↓↙↙← + Medium Kick

### VALID COMBO ENDERS

1. Ice Lance with Fierce Punch
2. Arctic Blast with Fierce Punch
3. Liquidize with Fierce Kick
4. Ice Grip with Quick Punch
5. Liquidize with Quick Kick (must be done last to Power-Up Ultra Combo)

### BEGINNER COMBO

1. Start with a Medium Liquidize (↓↘→ + Medium Kick) and follow with Quick Punch
2. End with the Ice Lance (↓↘→ + Fierce Punch)

### INTERMEDIATE COMBO

1. Start with the double-hit low Fierce Kick into a Cold Shoulder (↓↘→ + Medium Punch), then press Quick Punch
2. Finish with the Fierce Liquidize (↓↘→ + Fierce Kick)

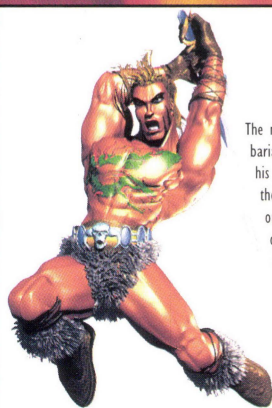
### ADVANCED COMBO

1. Start with the Cold Shoulder (↓↘→ + Medium Punch) and press Quick Punch
2. Use another Cold Shoulder and press Fierce Punch followed by a Medium Kick
3. End with a Quick Liquidize (↓↘→ + Quick Kick)

### ADVANCED ULTRA COMBO

1. Start with the Cold Shoulder (↓↘→ + Medium Punch) and press Quick Punch
2. Use a Puddle Pummel (↙↘↓↙↙← + Fierce Kick), then hold → and press Fierce Kick
3. Repeat Step 2 two more times
4. Then one more Puddle Pummel into the Ultra (↓↘→ + Quick Kick)





## Tusk

The new kid on the block is one to keep an eye on. The barbarian has speed backing his powerful punches. Even some of his smaller combos take away more damage than some of the other fighters' larger combos. Quite a force to be reckoned with. Kim Wu and Tusk share a common skill—quick combos that are hard to break. For a giant, Tusk moves like lightning. His Barbarian's Boot is quick and effective. Once you've mastered Tusk and his subtleties, you'll find that he is almost unstoppable.

### SPECIAL MOVES

The Conqueror	→↓↘ + any Punch
Web of Death	↘↓↘ + Fierce Punch
Double Swing Web of Death	↘↓↘→ + Fierce Punch
Flame Chop	↘↓↘ + Fierce Kick
Barbarian's Boot	↘↓↘ + any Kick
Trading Places	→↘↓↘ + Quick Punch

### SUPER MOVE

Ground Flame	←↘↓↘→ + Quick Kick
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### COMBO BREAKER

The Conqueror	→↑↘ + Punch or Kick
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### SUPER FINISHER

Super Conqueror	↓↘↘↓↘→ + Fierce Punch
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### SHADOW LINKERS

Barbarian's Boot	→↘↓↘↘ + Fierce Kick
Web of Fury	←↘↓↘↘ + Fierce Punch
Jungle Tumble	←↘↓↘↘ + Fierce Kick (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	↘↓↘ + Medium Kick
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### ULTIMATES

Ultimate 1	←↘↓↘→←↘↓↘→ + Medium Punch
Ultimate 2	→↓↘ + Medium Kick

### VALID COMBO ENDERS

1. Trading Places
2. The Conqueror with Fierce Punch
3. Barbarian's Boot with Fierce Kick
4. Flame Chop
5. The Conqueror with Quick Punch (must be performed last to Power-Up Tusk's Ultra)

### BEGINNER COMBO

1. Do a Web of Death (↘↓↘ + Fierce Punch), then a Medium Punch
2. End with a Fierce Conqueror (→↓↘ + Fierce Punch)

### INTERMEDIATE COMBO

1. Begin up close with Trading Places (→↘↓↘ + Quick Punch), then press Fierce Punch
2. Now do a Fierce Barbarian's Boot (↘↓↘ + Fierce Kick) and a Medium Kick
3. Go for the Flame Chop to end it (↘↓↘ + Fierce Kick)

### ADVANCED COMBO

1. Jump in with a Fierce Punch
2. Tap Medium Kick for an auto-double
3. End it with Tusk's Super Finisher, The Conqueror (↓↘↘↓↘→ + Fierce Punch)

### ADVANCED ULTRA COMBO

1. Do a Medium Barbarian's Boot (↘↓↘ + Medium Kick), then press Quick Punch
2. Follow with a Super Web of Fury (←↘↓↘→← + Fierce Punch), then chain from a Fierce Punch to a Medium Kick
3. Repeat Step 2 two more times
4. Use one more Super Web of Fury and finish with a vicious Ultra (↘↓↘ + Medium Kick)

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra



## Spinal

Spinal feels nothing like his old self. In the first game, Spinal relied on the other player making a mistake and taking advantage of it. He now has multiple openers, and his speed guarantees that he'll be no sitting duck. After Spinal has at least one skull—to allow Skele-porting—you can use the following pattern over and over again; it's a cheap strategy that'll bug your opponent into starting a real fight.

1. In close, use the Scimitar Scrape (↘↓↘ + Fierce Kick)
2. Then immediately into the Skele-port (↓↘↘ + any Kick)
3. Depending on which button you use, you can Skele-port back in front of the other player or right behind him or her. If you keep up this see-saw pattern, you'll drive your friends to insanity.

### SPECIAL MOVES

Skele-port	↓↘↘ + any Kick (you must have at least one Skull)
Skele-swipe	↓↘↘ + Fierce Punch
Skele-thrust	↓↘↘ + Medium Punch
Power Devour	← + Quick Punch
Searing Skull	↓↘↘ + any Punch
Scimitar Scrape	↘↓↘ + Fierce Kick
Soul Drain	↓↘↘ + Quick Punch

### SUPER MOVE

Skele-charge	→↘↓↘↘ + Medium (one skull) or Fierce Punch (five skulls)
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### COMBO BREAKER

Skele-port	↓↘↘ + Punch or Kick
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### SUPER FINISHER

Multi-Skulls	↓↘↘↘↓↘↘ + Fierce Kick (or ←↘↓↘↘ + Fierce Kick during a combo)
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### SHADOW LINKERS

Skele-swipe	←↘↘↓↘↘ + Medium Punch
Scimitar Scrape	←↘↘↓↘↘ + Fierce Kick
Spinal Chop	↓↘↘↘↓↘↘ + Fierce Punch (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	→↘↓↘↘ + Fierce Punch
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### ULTIMATE

Ultimate	←↘↓↘↘ + Medium Punch
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### VALID COMBO ENDERS

1. Skele-charge with Medium Punch
2. Skele-port with Quick Kick
3. Skele-port with Medium Kick
4. Skele-port with Fierce Kick
5. Soul Drain with Quick Punch (must be done last to Power-Up Ultra)

### BEGINNER COMBO

1. Begin with a Skele-thrust (↓↘↘ + Medium Punch), press Quick Punch and finish with a low Fierce Punch
---

### INTERMEDIATE COMBO

1. Do a Scimitar Scrape (↘↓↘ + Fierce Kick) and follow with Medium Kick
2. End with the Soul Drain (↓↘↘ + Quick Punch)

### ADVANCED COMBO

1. Begin with a Skele-thrust (↓↘↘ + Medium Punch), press Quick Punch
2. Do another Skele-thrust, followed by a Fierce Punch to Medium Kick
3. End with a Fierce Skele-port (↓↘↘ + Fierce Kick)

### ADVANCED ULTRA COMBO

1. Begin with a Skele-thrust (↓↘↘ + Medium Punch), then a Quick Punch
2. Follow with a Super Skele-swipe (←↘↘↓↘↘ + Medium Punch) and a Fierce Punch
3. Repeat Step 2 two more times
4. Use the last Shadow Linker and go directly into Spinal's Ultra (→↘↓↘↘ + Fierce Punch)

Attempt this combo only if your Power bar is fully charged and you've powered-up the Ultra



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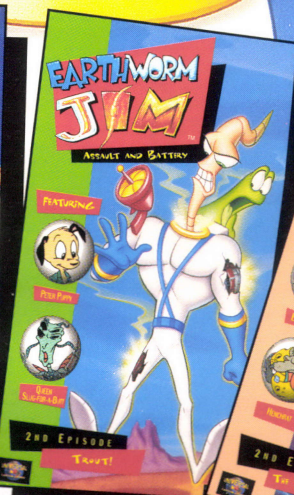
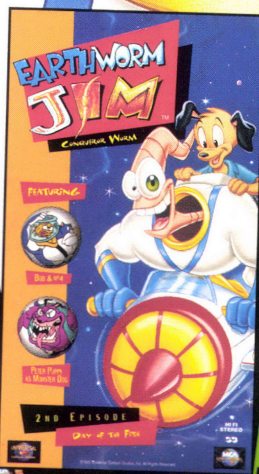
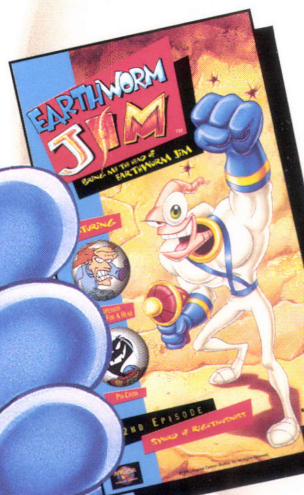
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## Kim Wu

Just call her Miss Bruce Lee. Kim can combo with the best of them. As with Tusk, her combos are quick and vicious. Her Medium Split Kick appears to be a fake, but it's not. Kim's low **Fierce Kick** has massive range—it can be used multiple times before your opponent knows what is going on. She's also got one of the coolest Ultimates in the game. On offense, she's great; as a defensive player, she stinks. If you can stay on the offensive, it's very difficult to counter Kim. She's faster than a speeding bullet...

### SPECIAL MOVES

Tornado Kick	↘↓↘ + any Kick (Fierce Kick hits twice)
Nunchaku Flame	↘↓↘ + Medium or Fierce Punch (Fierce Punch swipes twice)
Palm Burst	↓↘↘ + Quick Punch
Split Kick	↘↓↘ + any Kick
Blue Ball	↓↘↘ + Medium or Fierce Punch

### SUPER MOVE

Raining Fire	Jump, ←↘↓↘↘ + Medium Punch
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### COMBO BREAKER

Uppercut	↓↘↘ + Punch or Kick
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### SUPER FINISHER

Rolling Dragon	↓↘↘↘↘ + Fierce Punch
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### SHADOW LINKERS

Flame Flurry	→↘↓↘↘ + Fierce Punch
Tornado Kick	→↘↓↘↘ + Fierce Kick (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	↘↓↘ + Quick Kick
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### ULTIMATE

Ultimate	←↘↓↘↘↘↘ + Medium Kick
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### VALID COMBO ENDERS

1. Nunchaku Flame with Fierce Punch
2. Tornado Kick with Fierce Kick
3. Split Kick with Fierce Kick
4. Blue Ball with Fierce Punch
5. Split Kick with Medium Kick (must be done last to Power Up Ultra)

### BEGINNER COMBO

1. In close, press → + Fierce Kick
2. Then go into a Fierce Split Kick (↘↓↘ + Fierce Kick)

### INTERMEDIATE COMBO

1. Start with Medium Split Kick (↘↓↘ + Fierce Kick) followed by a Medium Kick
2. Do a Medium Nunchaku Flame (↘↓↘ + Medium Punch), link with Quick Punch
3. End it with a Fierce Split Kick (↘↓↘ + Fierce Kick)

### ADVANCED ULTRA COMBO

- Attempt this combo only if your Power bar is fully charged and you've powered up the Ultra
1. Start with the Tornado Kick (↘↓↘ + Fierce Kick), press Medium Kick
  2. Now the Super Tornado Kick (→↘↓↘↘ + Fierce Kick), hold → and press Fierce Kick
  3. Repeat Step 2 two more times
  4. Use another Super Tornado Kick and end with her Ultra (↘↓↘ + Quick Kick)



## Sabrewulf

Baron Von Sabrewulf's arms have been amputated by Ul-tratech. After the operation, the Baron was driven mad and seeks revenge on those who turned him into what he has become. Sabrewulf's refinements represent another welcome change from the gameplay in the original **Killer Instinct**. Instead of granting him extra hits in combos, his Howl now charges up his Super meter. His fake howl serves to lure opponents close enough to attack. There are still combo possibilities from his low Fierce bite. Sabrewulf's "charged" moves require less charging time than in the first game; it's been shortened to about 1½ seconds, though we've rounded this figure up to two seconds in the moves list to be safe. However, these same moves don't seem to require any charging delay when using them as part of a combo. Oh, and don't forget that Sabrewulf has the easiest Ultimates in the game.

### SPECIAL MOVES

Howl	Charge ← for two seconds, then → + Quick Punch
Fake Howl	Charge ← for two seconds, then → + Quick Kick
Sabre Cartwheel	Charge ← for two seconds, then → + Medium Punch
Sabre Pounce	Charge ← for two seconds, then → + Fierce Punch (hold Fierce Punch to stand ready, press Medium Punch to cancel)
Sabre Spin	Charge ← for two seconds, then → + Medium Kick
Sabre Flip	Charge ← for two seconds, then → + Fierce Kick

### SUPER MOVES

Super Fireball	→↘↓↘↘ + Fierce Punch
Sabre Stomp	Jump, →↘↓↘↘ + Fierce Punch

### COMBO BREAKER

Sabre Flip	← + Punch or Kick
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### SUPER FINISHER

Lupus Loopy	→↘↓↘↘ + Fierce Kick
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### SHADOW LINKERS

Sabre Spin	→↘↓↘↘ + Medium Kick
Sabre Cartwheel	→↘↓↘↘ + Medium Punch

### ULTRA COMBO FINISHER

Ultra	← + Quick Kick
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### ULTIMATES

Ultimate1	Hold Quick Punch for three seconds, release
Ultimate2	Hold Fierce Kick for three seconds, release

### VALID COMBO ENDERS

1. Howl with Quick Punch
2. Sabre Pounce with Fierce Punch
3. Sabre Flip with Fierce Kick
4. Sabre Spin with Medium Kick
5. Fake Howl with Quick Kick (must be done last to Power Up Ultra)

### BEGINNER COMBO

1. Start with a Sabre Pounce (charge ← for two seconds, then → + Fierce Punch), press Medium Kick
2. End with another Sabre Pounce (← → + Fierce Punch)

### INTERMEDIATE COMBO

1. Start off with a Low Fierce Kick into Medium Sabre Cartwheel (← → + Medium Punch), followed by a Quick Punch
2. Continue with a Fierce Sabre Flip (← → + Fierce Kick)
3. Juggle afterwards with a Fierce Sabre Pounce (← → + Fierce Punch)

### ADVANCED COMBO

1. Begin with a Medium Sabre Cartwheel (Charge ← for two seconds, then → + Medium Punch), then press Fierce Kick, then Medium Punch
2. End it with a Lupus Loopy (→↘↓↘↘ + Fierce Kick)

### ADVANCED ULTRA COMBO

- Attempt this combo only if your Power bar is fully charged and you've powered up the Ultra
1. Start with the Medium Sabre Cartwheel (Charge ← for two seconds, then → + Medium Punch) then press Quick Punch
  2. Link to a Shadow Sabre Cartwheel (→↘↓↘↘ + Medium Punch), then hold → and press Fierce Kick
  3. Repeat Step 2 two more times
  4. Use one final Shadow Sabre Cartwheel (→↘↓↘↘ + Medium Punch)
  5. Then link to the Ultra (← → + Quick Kick)





## Maya

This young, scantily-clad blonde bombshell is the last of the new-comers and proves that the new faces are as good as (if not better than) the faces of old. All of Maya's at-

tacks are of the "back/forward" persuasion, making it a cinch to begin and end combos. (Like Sabrewulf, the "charging" time is eliminated when performing one of these moves during a combo.) Her Dagger Drop goes through projectiles—and man, is it fast! She can combo directly from one special attack to another special attack.

### SPECIAL MOVES

Uppercut	Charge ← for two seconds, then → + Quick Punch
Double Slice	Charge ← for two seconds, then → + Medium Punch
Dagger Drop	Charge ← for two seconds, then → + Fierce Kick
Slash Kick	Charge ← for two seconds, then → + Medium Kick
Spring-a-ma-jig	Charge ← for two seconds, then → + Quick or Fierce Kick (to spring twice, repeat with Quick Kick while in the air)

### COMBO BREAKER

Spring-a-ma-jig ← → + Punch or Kick

### SUPER FINISHER

Tree Cutter → ↓ ↓ ← → + Fierce Kick

### SHADOW LINKERS

Super Slash Kick	→ ↓ ↓ ← → + Medium Kick
Super Slice	→ ↓ ↓ ← → + Medium Punch
Super Dagger Drop	→ ↓ ↓ ← → + Fierce Punch (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra → ← + Fierce Kick

### ULTIMATES

Ultimate 1	← ↓ ↓ → ← + Quick Punch
Ultimate 2	→ ↓ ↓ ← → + Quick Kick

### VALID COMBO ENDERS

1. Uppercut with Quick Punch
2. Dagger Drop with Fierce Punch
3. Spring-a-ma-jig with Quick Kick
4. Spring-a-ma-jig with Fierce Kick
5. Reverse Uppercut (→ ← + Quick Punch) (Must be done last to Power-Up the Ultra Combo)

### BEGINNER COMBO

1. Get going with a Medium Double Slice (charge ← for two seconds, then → + Medium Punch), then auto-double with Quick Punch
2. End with a Dagger Drop (← → + Fierce Punch). Easy, no?

### INTERMEDIATE COMBO

1. Go from a standing Fierce Punch to a Medium Double Slice (← → + Medium Punch), then auto-double with Quick Punch
2. End with a Fierce Spring-a-ma-jig (← → + Fierce Kick)

### ADVANCED COMBO

1. In close, use a Medium Slash Kick (charge ← for two seconds, then → + Medium Kick) and press Quick Kick
2. Now do a Medium Double Slash (← → + Medium Punch) followed by a chain from Fierce Punch to Medium Kick
3. Finish with the Tree Cutter (→ ↓ ↓ ← → + Fierce Kick)

### ADVANCED ULTRA COMBO

1. Begin with the Medium Double Slash (Charge ← for two seconds, then → + Medium Punch), press Quick Punch
2. Link to the Super Slash Kick (→ ↓ ↓ ← → + Medium Kick) and press Quick Punch
3. Now link to the Super Slice (→ ↓ ↓ ← → + Medium Punch) and press Quick Kick
4. Repeat Step 3
5. Now one last Super Slash Kick (→ ↓ ↓ ← → + Medium Kick)
6. And into her Ultra (→ ← + Fierce Punch)



## Fulgore

A new snazzier cyborg comes to destroy Jago. Many of his attacks have been modified—some from a button change, others a different appearance. Fulgore's Eye Beam targets the other fighter wherever he or she is located (when not airborne) and can be done while Fulgore is in the air. The Eye Beam is also faster, making stationary combos much easier to accomplish. Fulgore's new style of play does take some getting used to—but once you become accustomed to the new Fulgore, the old will seem obsolete.

### SPECIAL MOVES

Laser Storm	↓ ↓ → + any Punch
Plasma Slice	→ ↓ ↓ + any Punch
Plasma Port	← ↓ ← + any button
Cyberdash	← ↓ ↓ → + Medium Kick or Fierce Kick or Charge ←, → + Medium or Fierce Kick
Eye Beam	↓ ↓ ← + Medium or Fierce Punch
Electro-flect	↓ ↓ ← + Quick Kick

### COMBO BREAKER

Plasma Slice → ↓ ↓ + Punch or Kick

### SUPER FINISHER

Super Plasma Slice ↓ ↓ ← ↓ ↓ → + Fierce Punch

### SHADOW LINKERS

Electro-flect	→ ↓ ↓ ← → + Quick Kick
Cyberdash	← ↓ ↓ → ← + Fierce Kick

### ULTRA COMBO FINISHER

Ultra → ↓ ↓ + Quick Punch

### ULTIMATE

Ultimate ← ↓ ↓ → ← + Medium Kick

### VALID COMBO ENDERS

1. Plasma Slice with Fierce Punch
2. Eye Beam with Fierce Punch
3. Cyberdash with Fierce Kick
4. Laser Storm with Medium Punch
5. Plasma Slice with Quick Punch (must be done last to power-up the Ultra combo)

### BEGINNERS COMBO

1. Back to basics: Start with a Cyberdash (charge ← for two seconds, then → + Fierce Kick) and press Medium Kick
2. End with a Fierce Plasma Slice (→ ↓ ↓ + Fierce Punch)

### INTERMEDIATE COMBO

1. Begin with a low Medium Kick into a Fierce Eye Beam (↓ ↓ ← + Fierce Punch)
2. Press Medium Kick again and do a Medium Eye Beam (↓ ↓ ← + Medium Punch), then press Quick Kick
3. End with a Quick Plasma Slice (→ ↓ ↓ + Quick Punch)

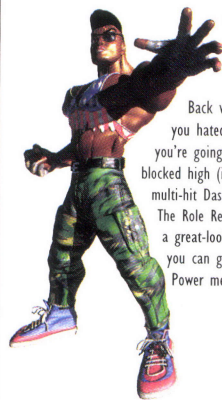
### ADVANCED COMBO

1. Charge at 'em with a Fierce Cyberdash (← ↓ ↓ → + Medium Kick or Fierce Kick or charge ← for two seconds, then → + Fierce Kick), then a Medium Punch
2. Use a Shadow Electro-flect (→ ↓ ↓ ← → + Quick Kick) into a Super Plasma Slice (↓ ↓ ← ↓ ↓ → + Fierce Punch)

### ADVANCED ULTRA COMBO

1. Start with a Fierce Cyberdash (← ↓ ↓ → + Medium Kick or Fierce Kick or Charge ← for two seconds, then → + Fierce Kick) and press Medium Kick
2. Use a Shadow Electro-flect (→ ↓ ↓ ← → + Quick Kick) and press ← + Fierce Punch
3. Repeat Step 2 two more times
4. Pull one more Shadow Electro-flect (→ ↓ ↓ ← → + Quick Kick) and end with the Ultra (→ ↓ ↓ + Quick Punch)





## T.J. Combo

Back with an eye patch, Combo is meaner and cheaper than ever. If you hated his overhead/low pattern in the original *Killer Instinct*, you're going to be in for an unpleasant surprise. His Skull Crusher must be blocked high (it's an overhead) or you're doomed to a painful combo. The multi-hit Dash Frenzy WILL catch you off guard with its awkward appearance. The Role Reversal can confuse opponents and get you out of the corner. It's a great-looking combo ender, too. Note that the number of possible hits you can get with Combo's Dash Frenzy Super Finisher depends on your Power meter.

### SPECIAL MOVES

Roller Coaster	Charge ← for two seconds, then → + Medium Punch
Triple Roller Coaster	Charge ← for two seconds, then ↘ ↓ ↗ + Medium Punch
Skull Crusher	Charge ← for two seconds, then → + Fierce Kick
Wind Up	Hold Fierce Punch for three seconds, release and press Fierce Punch
Back Fist	Charge ← for two seconds, then → + Quick Punch
Reverse Back Fist	Charge → for two seconds, then ← + Quick Punch
Role Reversal	In close, charge ← for two seconds, then → + Quick Kick
T.J. Tremor	Charge ← for two seconds, then → + Medium Kick
Powerline	Charge ← for two seconds, then → + Fierce Punch

### COMBO BREAKER

Knee K.O.	← → + Punch or Kick
-----------	---------------------

### SUPER FINISHER

Dash Frenzy	→ ↘ ↓ ↗ ← → + Fierce Punch
-------------	----------------------------

### SHADOW LINKERS

Back Fist	→ ↘ ↓ ↗ ← → + Quick Punch
Roller Coaster	→ ↘ ↓ ↗ ← → + Medium Punch (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	→ ← + Fierce Punch
-------	--------------------

### ULTIMATES

Ultimate 1	→ ↘ ↓ ↗ ← → + Fierce Kick
Ultimate 2	Hold Quick Kick for three seconds, release

### VALID COMBO ENDERS

1. Back Fist with Quick Punch
2. Powerline with Fierce Punch
3. Role Reversal with Quick Kick
4. T.J. Tremor with Medium Kick
5. Skull Crusher with Fierce Kick (must be done last to power-up the Ultra)

### BEGINNER COMBO

1. Dash forward with the Skull Crusher (Charge ← for two seconds, then → + Fierce Kick), then press Fierce Kick
2. Wrap it up with a Powerline (← → + Fierce Punch)

### INTERMEDIATE COMBO

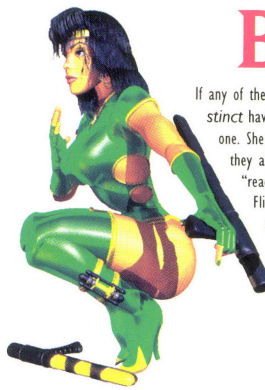
1. (Charge ← for two seconds, then ↘ ↓ ↗ + Medium Punch) for the Triple Roller Coaster followed with a Quick Punch
2. Use a Double Roller Coaster (← → + Medium Punch), then a Quick Kick
3. End with a Role Reversal (← → + Quick Kick)

### ADVANCED COMBO

1. Start with a Super Back Fist (→ ↘ ↓ ↗ ← → + Quick Punch)
2. As soon as it hits, use the Dash Frenzy (→ ↘ ↓ ↗ ← → + Fierce Punch)

### ADVANCED ULTRA COMBO

1. Begin with Double Roller Coaster (Charge ← for two seconds, then → + Medium Punch), press Quick Punch
2. Then into a Super Roller Coaster (→ ↘ ↓ ↗ ← → + Medium Punch) followed by a Fierce Kick
3. Repeat Step 2 two more times
4. Use one more Super Roller Coaster (→ ↘ ↓ ↗ ← → + Medium Punch) into the Ultra (→ ← + Fierce Punch)



## B. Orchid

If any of the returning characters from the original *Killer Instinct* have had a complete gameplay overhaul, Orchid is the one. She doesn't have any more "back/forward" attacks; now they all involve diagonals. Opponents will find it hard to "read" which Kick button you're using to execute her Flick Flak—which is a good thing if you plan to use it as your main opener. The Cat Slide is recommended only as an anti-projectile attack; use it to get a combo going while your opponent is stuck in the projectile stall. Remember to keep changing up when using the Flick Flak; you don't want to use the same strength button too frequently or it's bound to be broken—A LOT!

### SPECIAL MOVES

Flick Flak	↘ ↓ ↗ + any Kick
Tonfa Fire	↓ ↘ → + any Punch
Cat Slide	↘ ↓ ↗ + any Kick
Lunging Knee	→ ↘ ↓ + any Kick
Tonfa San	↘ ↓ ↗ + Medium or Fierce Punch
Ichi-Ni-San	↘ ↓ ↗ ← → + Medium Punch, → ← + ↘ ↓ ↗ + any Kick

### COMBO BREAKER

Lunging Knee	→ ↘ ↓ + Punch or Kick
--------------	-----------------------

### SUPER FINISHER

Helicopter Kick	↓ ↘ ← ↗ ↓ ↗ + Fierce Kick
-----------------	---------------------------

### SHADOW LINKERS

Ichi-Ni-San	← ↘ ↓ ↗ ← → + Fierce Punch
Panther	→ ↘ ↓ ↗ ← → + Medium Kick (goes through projectiles)

### ULTRA COMBO FINISHER

Ultra	↘ ↓ ↗ + Quick Punch
-------	---------------------

### ULTIMATE

Ultimate	← → ↘ ↓ ↗ ← → + Medium Kick
----------	-----------------------------

### VALID COMBO ENDERS

1. Flick Flak with Fierce Kick
2. Lunging with Fierce Kick
3. Tonfa San with Fierce Punch
4. Cat Slide with Fierce Kick
5. Tonfa Fire with Quick Punch (must be performed last to power-up the Ultra)

### BEGINNER COMBO

1. Use a Medium Flick Flak (↘ ↓ ↗ + Medium Kick), then a Quick Punch
2. End with a Fierce Lunging Knee (→ ↘ ↓ + Fierce Kick)

### INTERMEDIATE COMBO

1. Begin with a low Medium Kick into a Fierce Cat Slide (↘ ↓ ↗ + Medium Kick), then press Medium Punch
2. Now do a Medium Flick Flak (↘ ↓ ↗ + Medium Kick) and press Quick Kick
3. End with a Quick Tonfa Fire (↓ ↘ → + Quick Punch)

### ADVANCED ULTRA COMBO

1. Start with a Fierce Flick Flak (↘ ↓ ↗ + Fierce Kick) and press Medium Punch
2. Link the combo with the Panther (→ ↘ ↓ ↗ ← → + Medium Kick), press → + Fierce Kick
3. Repeat Step 2 two more times
4. Use one last Panther (→ ↘ ↓ ↗ ← → + Medium Kick) and follow with Orchid's Ultra (↘ ↓ ↗ + Quick Punch)



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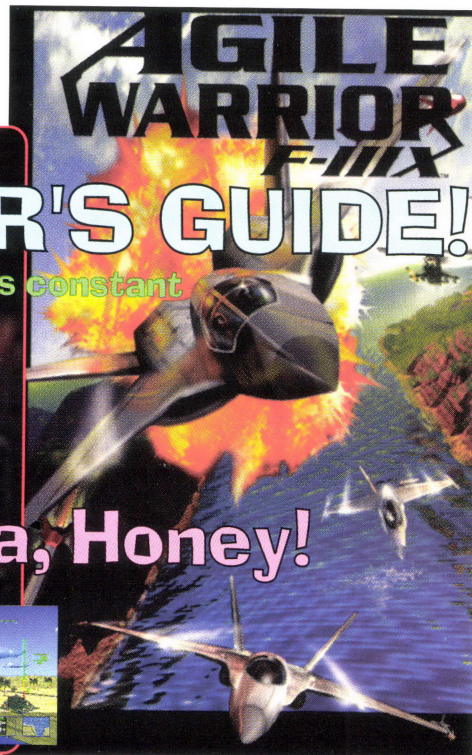
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## CHEATER'S GUIDE!

by nikos constant

### Oooh La La, Honey!

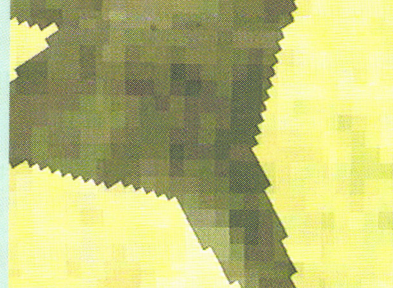
all cheats done with game paused

#### debug info toggle



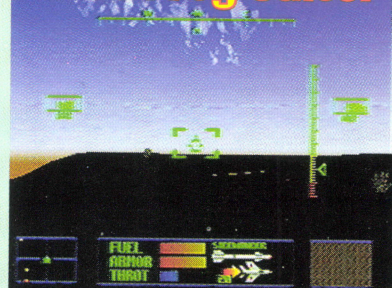
Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, L2, R2. To toggle through all the menus, keep pausing the game and entering the code.

#### director cam



Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, ×, ×, ×, ×, ×, ×. This will give you a new angle on your plane that follows the shadow on the ground.

#### mesh fog editor



Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, Down, Down, Down, △, △, △. Use the controller to adjust the brightness of the fore and backgrounds.

#### cycle hidden cameras



With the game paused, enter the code Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, Up, Down, Left, Right. Keep entering the code to cycle through the six different camera angles.

#### camera editor

Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, △, ×, □, ○.

#### primitivesoff toggle

Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, R1+L1.

#### edit Gouraud parallax y values, rgb values

Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, Down, Down, Down, △, △, ×, △.

#### Will Botti's viewport test

Left, □, □, □, □, Up, △, △, △, △, Right, ○, ×, Down, ×, R2, R2, R2, L2, L2, L2.

#### all debug off

Left, □, □, □, □, Up, △, △, △, △, Right, ○, ×, Down, ×, R2, L2. Turns off all cheats.

#### uncapped frame rate

Left, □, □, □, □, Up, △, △, △, △, Right, ○, Down, ×, Left, Left, Left, ○, ○, ○.

#### LOS (line of sight) calc on/off

Left, □, □, □, □, Up, △, △, △, △, Right, ○, ×, Down, ×, R2, R2, L2, L2.

#### ????

Left, □, □, □, □, Up, △, △, △, △, Right, ○, ×, Down, ×, L2+R2. Sounds off cheat codes.







## summon B1 Bomber & F15s



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, ×, ×, ×, ×. Only works on Level 1, Bastille Day. Sends in a bombing run to eliminate a bunch of enemies.

## combat cable enable



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, ○, ○, ○, ○. This may take a couple of tries, but enter this code and you can now link up two PlayStations with two copies of Agile Warrior using the link cable. Enter the code on both machines and they will recognize each other, allowing dogfight capabilities. It's not perfect, but it sure is a cool cheat.

## translucency rate toggle for overhead map

**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △, △. Lets you change the transparency level on your overhead map.



## ground crash enable

**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, □, ×, ×, □. You won't crash into the ground if you have collision turned off in the options menu.



## all missions available



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △, **Up**, **Up**, **Up**.

## all missions complete



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, **Select**, ×, ×, ×, **Select**, △, △, △, **Select**, ×, ×, ×.

## mission complete



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.

## all weapons



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

## max fuel & armor



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △, ○.

## min speed cheat



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Lets you hover.

## invincible



**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △.

**Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, **Left**, **Right**, **Left**, **Right**.

## force armor low



While you're in a mission, you can open up the PlayStation and put in your own music. Just stick in a CD, pick a track, and rock out through the mission. Once you've done this, you can go to the Options screen and select Credits to see this new pic of the programmers John Botti, Jose Villeta, and Will Botti.

Normally Ms. Boudreau can only be seen if you finish all 10 missions. With the game paused enter the code **Left**, □, □, □, □, **Up**, △, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. When you complete the mission—or quit and restart—you'll see this dance sequence instead of the standard mission briefing.

Cheryl Marie Boudreau

"Dancer" cheat

PlayStation tips





# ALPINE RACER

## Racing Guide

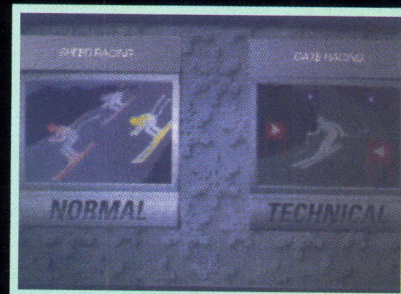
by **betty & nikos**

### what you should know ...

- Keep an eye on the speedometer. Don't pump your poles (by moving back and forth on the steps very quickly) unless you're under 90 km/h. Your top speed is 125 km/h. Pump twice at the start.
- Edging slows you down, so use it sparingly.
- Look for shortcuts between trees, rocks, etc.
- The path the racers ahead of you are taking isn't necessarily the best. Don't follow!
- Use jumps to set up for your next turn.
- Really throw your butt around (I mean fast!) from side to side to get through the switchback turns.
- Use fans to re-create the thrill of the hill (see below).



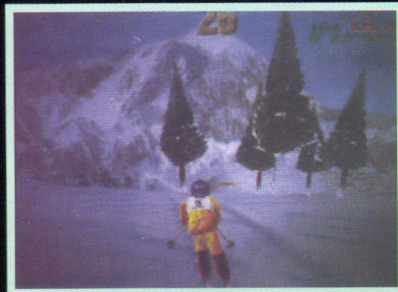
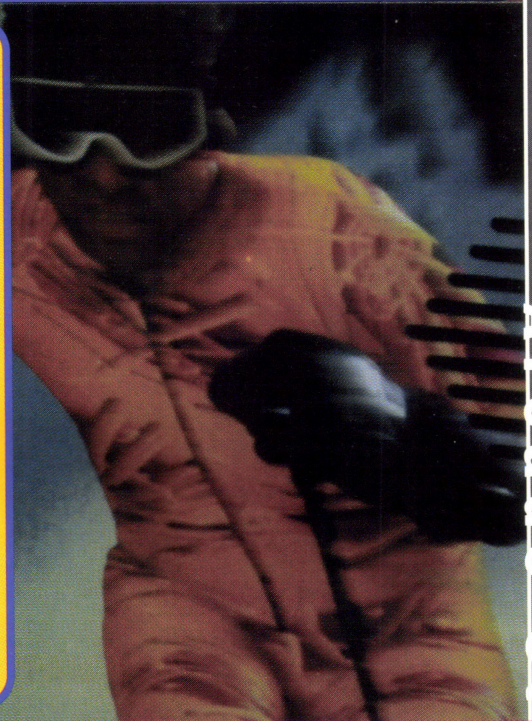
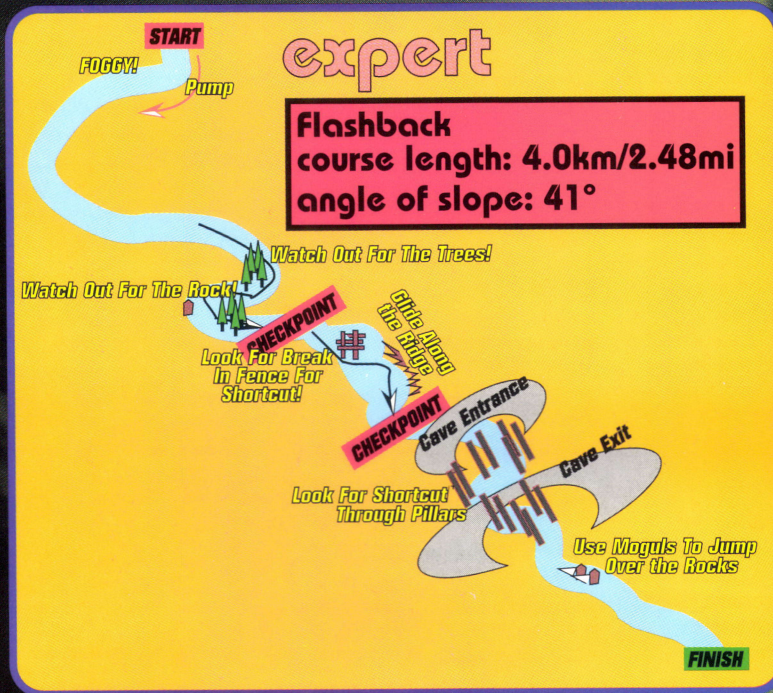
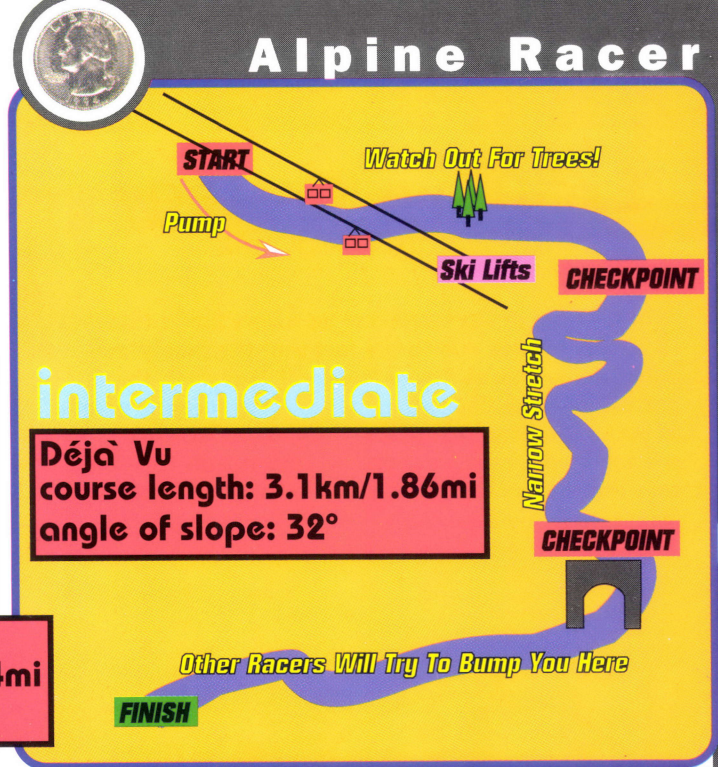
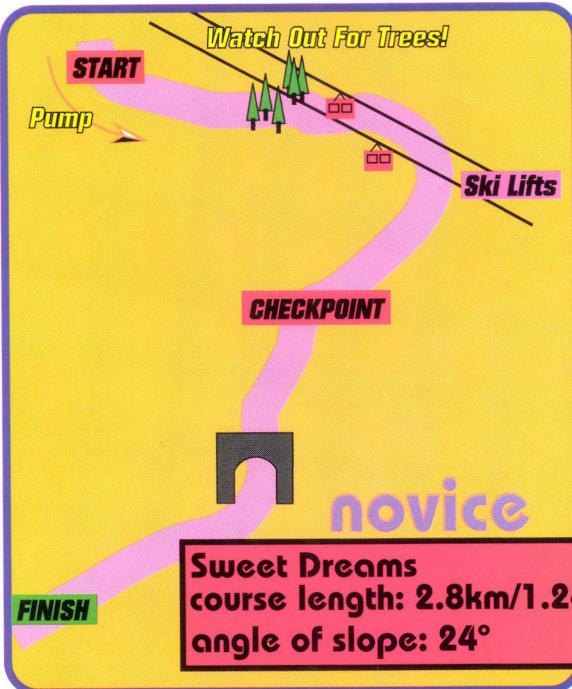
### betty's tips



You'd be inclined to think that the Normal/Speed mode is easier to finish than the Technical. But, in fact, the Technical/Gate mode is a better bet if you're proficient at turning.



# Alpine Racer



**Foot Placement:** Do what's right for you. You can place your feet squarely in the steps per design...but you can also stand on the edge or rest your heels in the grooves, toes out, like I do.

The best times we saw were 1'25"218 for novice, 1'25"624 for intermediate and 1'51"624 for expert. Don't feel self-conscious. Put your butt into it and your butt will lead you to victory. Go fast, kick ass!







## Exclusive Strategy

by Wataru Maruyama

This sequel to *Darkstalkers* had a very limited release in the arcades due to the fact that the first game didn't do as well as *Street Fighter II*. However, this is one my favorite Capcom games and I'm sure it'll be one of yours too. The beautiful artwork and outrageous special moves look great on the Saturn, and Capcom says that *Night Warriors* will not be appearing on the PlayStation any time soon.



## Darkstalkers' Revenge



### THE SATURN VERSION

Lucky Saturn owners will be amazed at the unbelievable animation, surpassing even the home conversions of *Street Fighter Alpha* and *X-Men*. Cool bonuses found in the home version are adjustable speed settings and shortcuts. Shortcuts

allow you to bypass certain screens to speed up loading time. The CD music is also amazing, blasting out in glorious Q-sound.

### CHAIN COMBOS

The chain combo system in *Night Warriors* is a bit different than other Capcom games because it allows some characters to chain together Fierce and Roundhouse attacks. The timing is trickier and you'll have to be very close to the opponent when starting one to connect. There are a lot of different combinations for each character which you'll have to figure out for yourself.

### DASH ATTACKS

Every character is capable of performing some type of dash forward and back, but not all of them are able to execute effective attacks with dashing. Most have one or two useful strikes, while others can perform special moves while dashing. There are also some moves that can *only* be performed while dashing, like Rikuo's Back Dash Kick.

### HIT 'EM WHILE THEY'RE DOWN!

When your opponent has been knocked down, you can perform a leaping attack similar to those in *Virtua Fighter*. The move is the same for all characters: Press **↑** + **Kick** while your opponent is on the ground. If your super meter is full, you can do extra damage by pressing **↑** + any two **Kick** buttons simultaneously.

### GUARD REVERSAL

Many characters have multi-hit attacks that take off damage even when blocked. You can break free by using a Guard Reversal attack; these differ for each character. The reversal attacks are normal special moves, but you must use a specific one to counter the opponent. Each character has only one, but you can do a normal reversal move by executing a special move immediately after blocking an opponent's special.

### ES AND EX SPECIAL MOVES

When your meter is filled—it can be powered up almost infinitely, although it will stop counting at nine—you can execute an ES move which is a souped-up version of a normal special move. You can also do an EX move which cannot be performed unless you have your meter full. You can link in ES moves in combos, but EX moves usually have longer delay times that make them hard to include in combos.

### DIFFERENT COLORS

Each button allows you to select a different color for your chosen character. This is a cool feature that more companies should include in their games.

### THE MONSTER MASH!

Alright, now it's time to look at the fighters and weigh their strengths and weaknesses.







## DEMITRI

The classic Ryu-style fighter, this vampire has a few sneaky tricks up his sleeve—including a plan to date Morrigan.



### STRATEGY

His fireball comes out a little slow—so it's not good for countering—and his uppercut only has range when dashing. Demitri's teleport kick is his most effective attack; use it to confuse opponents. Trigger his EX moves while dashing to spring a surprise trap. His low forward kick now hits low so you can link it in fireball combos. His dash can be used in cheap grab patterns against unwary foes. If you're playing against somebody, distract them by shouting, "I want to suck your blood!" with a bad Transylvanian accent.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Demitri's favorite movie is *The Princess Bride*.
- He doesn't like garlic because it gives him indigestion and uncontrollable gas.
- Favorite excuse: "Oh, was that your neck I was biting?"

Chaos Flare <b>P</b>	↓ ↘ → + Punch
Demon Cradle <b>G P</b>	→ ↓ ↘ + Punch
Bat Spin <b>K</b>	↓ ← ← + Kick
Air Flare <b>P</b>	While jumping, ↓ ↘ → + Punch
Dashing Cradle <b>P</b>	While dashing, → ↓ ↘ + Punch
Air Spin <b>K</b>	While jumping, ↓ ← ← + Kick

### GRABS

Bat Dive	→ + Strong or Fierce Punch
Air Dive	While jumping, ↑ + Punch
Spinning Dive	Rotate D-pad 360° + Punch
Midnight Pleasure	↓ ↘ ↘ + any two Punch buttons
Demon Blast	↓ ↘ ↘ + any two Kick buttons

**EX ATTACKS**  
(With Special meter filled)

## JOHN TALBAIN

The Wolfman is a quick attacker with good range, but cursed with bad breath.



### STRATEGY

With his quick attack style, you can easily link together many different attacks in tandem with specials. His dashes are moderately effective, but his jumps are much quicker. The Beast Cannon attack can be done twice if you keep pressing the **Punch** button at the end of the first strike. He can be played defensively, but his strength is in his offense. Letting out a howl after each victory will show your friends how confident and utterly wacky you've become.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- John Talbain is actually a vegetarian and cannot stand animals being slaughtered.
- His name is Gallon in *Vampire Hunter*, the Japanese version of *Night Warriors*.
- If he could change his name again, he would change it to Mahmoud Abdul-Rauf instead of Chris Jackson.

Beast Cannon <b>P</b>	↓ ↘ → + Punch
Upward Cannon <b>G P</b>	→ ↓ ↘ + Punch
Air Cannon <b>P</b>	While jumping, ↗ ↘ ↘ + Punch
Wolf Kick <b>K</b>	↓ ↑ + Kick
Million Slicer <b>P</b>	← ↓ ← + Punch

### GRABS

Rapid Punch	→ + Strong or Fierce Punch
Canyon Rounder	→ + Forward or Roundhouse Kick
Wild Attack <b>K</b>	→ ↓ ↘ ← ← + Kick
Dragon Cannon	→ ↓ ↘ ← ← + any two Punch buttons
Mirage Body	← ← ↓ ↘ → + any two Kick buttons

**EX ATTACKS**  
(With Special meter filled)





## VICTOR

The Frankenstein guy is mad that they don't sell the FrankenFurter hotdogs with the chili inside the dog anymore. They still have the ones with cheese inside, but it's not the same thing.



### STRATEGY

Victor is a defensive fighter; effective use of his weak punches and kicks will yield the best results. Players may be tempted to utilize his heavy strikes, but they are more likely to connect when linked by weaker attacks. His specials have odd delay times that need to be mastered and utilized to confuse opponents.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Victor is one of the few male characters in the world of fighting games to possess a butt attack.
- Victor is a big Jackie Chan fan.
- Victor would like to teach the world to sing in perfect harmony, and wants all of his opponents to have a Coke and a smile.



Giga Hammer <b>P</b>	Charge ← for three seconds, then → + Punch
Giga Buster <b>K</b>	Charge ← for three seconds, then → + Kick
G-LOC Rush <b>P</b>	↓↙← + Punch
Giga Knee <b>G K</b>	↓↙← + Kick
Chin Grab	→ + Strong or Fierce Punch
Mega Strangle	→ + Forward or Roundhouse Kick

### GRABS

Mega Throw	While jumping, ↑ + Strong or Fierce Punch
Graviton Knuckle	↓↑ + Strong or Fierce Punch
Mega Shock	↓↘→ + Forward or Roundhouse Kick
Mega Spike	Rotate the D-pad 360° + Punch
Thunder Brake	Charge ↓ for two seconds, then ↑ + any two Punch buttons
Mad Scientist	←↙↓↘→ + any two Kick buttons, then Punch

### EX ATTACKS (With Special meter filled)

## HSIEN-KO

This cute Chinese ghost has a few hidden surprises for unsuspecting opponents; namely, spiked balls, knives, hammers and all manner of sharpened utensils.

### STRATEGY

Hsien-Ko can be played offensively or defensively, but her strength is the latter. She has good "keep-away" moves—like projectile attacks—and a long reach in addition to decent jump-in counters. Her moves are a bit slow, so it's important to have good timing. Her dashes are pretty cool and her air dash can be used to glide over fireballs. The Gong attack can deflect fireballs; it's also her Guard Reversal move.



### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Hsien-Ko turns into a little panda if hit by Anakaris' Ancient Dust attack.
- Her name is Lei-Lei in the Japanese version of the game.
- Hsien-Ko's favorite director is Tsui Hark (look this guy up, folks).



Pendulum Strike <b>P</b>	→↓↘ + Punch
Air Strike <b>P</b>	While jumping, →↓↘ + Punch
Gong <b>G P</b>	↓↙← + Punch
Air Gong <b>P</b>	While jumping, ↓↙← + Punch
Weapon Toss (Forward) <b>P</b>	↓↘→ + Jab Punch
Weapon Toss (Upward Arch) <b>P</b>	↓↘→ + Strong Punch

### GRABS

Weapon Toss (Straight Up) <b>P</b>	↓↘→ + Fierce Punch
Shoulder Fling	→ + Strong or Fierce Punch
Air Fling	While jumping, ↑ + Strong or Fierce Punch
Spike Bed	→↘↓↙← + Punch
Judgement Spikes	←↙↓↘→ + any two Kick buttons
Have a Ball	Jab Punch, Forward Kick, Strong Punch, Strong Punch + ↑

### EX ATTACKS (With Special meter filled)

## LORD RAPTOR

Lord Raptor has my vote for wackiest character in the game. He moves around like a crazed psycho overdosed on caffeine.

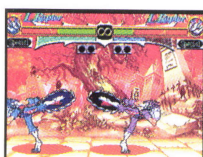
### STRATEGY

His long reach and quickness can be used in cheap ways, but the best strategy is to use his ground teleport to confuse opponents and strike with multi-hit attacks. His specials are average and can be countered easily if you miss. Pressing → with a normal punch or kick can produce a different attack with a longer range.



### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Lord Raptor was originally supposed to look like a raggedy Zombie and a Zombie soldier.
- Little children have been known to have nightmares after playing as him.
- Raptor used to be a member of Hootie and the Blowfish during their punk stage.



Death Spinner <b>G K</b>	↓↙← + Kick
Air Spin <b>K</b>	While jumping, ↓↙← + Kick
Skull Sting <b>K</b>	↓↑ + Kick
Air Sting <b>K</b>	While jumping, ↓↑ + Kick
Hell's Gate	←↙↓↘→ + Kick
Rib Stab	→ + Strong or Fierce Punch

### GRABS

Deadly Catapult	→ + Forward or Roundhouse Kick
Skull Punisher <b>P</b>	→↘↓↙← + Punch
Air Catastrophe	↑ + Strong or Fierce Punch
Death Voltage	→↘↓↙← + any two Kick buttons
Air Voltage	While jumping, →↘↓↙← + any two Kick buttons
Evil Strike	→← + any two Punch buttons
Hell Dunk	→↓↘ + any two Punch buttons

### EX ATTACKS (With Special meter filled)



Nintendo			SNES			SEGA			PlayStation			Gameboy							
1942	\$5	Milons Sec Castle	\$5	7th Saga	\$35	NBA Live 96	\$65	After Burner 2	\$25	NBA Showdown	\$13	Kileak-DNA Impert	\$25	Agile Warrior-F111	\$49	Aladdin	\$27	NBA All Star 2	\$15
1943	5	Mission Imp	5	Act Raiser	5	NBA Showdown	12	After Burner 2	25	NBA Showdown	22	Total Eclipse	28	Agile Warrior-F111	49	Aladdin	27	NBA All Star 2	15
Adv Byu Billy	5	Narc	15	Aladdin	35	NCAA Bsktbl	22	Aladdin	25	NHL Hockey 95	25	Cyber Speed	32	Assault Rigs	49	Alleyway	13	NBA Jam	28
Anticipation	5	Ninja Gaiden	5	Alien 3	19	NHL Hockey 95	28	Alien 3	19	NHL Hockey 96	49	CyberSpeed	32	Assault Rigs	49	Asteroids/Msl Cmdr	28	NBA Jam-Tour	32
Asyanax	5	Ninja Gaiden 2	5	Aliens/Predator	22	NHL Hockey 96	58	Altered Beast	5	NHLPA 93	8	Defcon 5	32	Branded 13	49	Baseball	9	Nemesis	8
Back Futr	5	Operation Wolf	5	Bass Masters	38	NHL Stanley Cup	13	Bass Masters	38	PGA Euro Tour	38	Offworld Extreme	32	Branded 13	49	Bases Loaded	18	Operation C	9
Bad Dudes	5	Pac-Man	25	Battledie/Dbl Dragn	19	PGA Tour Golf	45	Batman Returns	16	PGA Tour Golf	28	Phantom Star 3	32	Casep*	49	Baseball	9	NFL	8
Baseball	5	Paperboy	5	Batman Returns	22	Out Of This World	55	Battle Tech	32	PGA Tour Golf 2	35	Pitfall	32	College Slam*	49	Battle Unit Zhd	9	Paperboy	17
Baseball Smtr	5	Pinball	8	Beavis & Butthead	28	Paladdin's Quest	32	Beavis & Butthead	28	PGA Tour Golf 96	55	Pitfall	32	College Slam*	49	Battleloads	17	Play Act Ftbl	7
Baseball Stars	5	Platoon	5	Big Hurt Bstl	42	Paperboy 2	25	Big Hurt Bstl	42	Phantasy Star 2	29	Pitfighter	12	Colleg*	49	Bo Jackson	9	Qix	9
Bases Loaded	5	Play Act Ftbl	5	Boxing Legends	28	PGA Tour Golf 96*	65	Boxing Legends	12	Phantom Star 3	32	Power Rangers	35	Colleg*	49	Caesars Palace	33	Radar Mission	17
Bases Loaded 2	5	Pro Am Racing	5	Breath Of Fire	32	Pilot Wings	13	Boxing Legends	12	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castlevania 2	12	Ren & Stimpy-SC	17
Batman	5	Pro Wrestling	5	Breath Of Fire 2	65	Pitfall Harry	28	Bubsy	35	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Centipede/Millipede	18	Revenge Of Gator	8
Battletoads	5	Punch Out	5	Bubsy	35	Pitfighter	28	Bubsy	35	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Simpsons-Escape	18
Bionic Commando	5	Raid Racer	5	Bullys vs Blazers	8	Power Rangers	35	Bullys vs Blazers	8	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Skate Or Die 1-B&R	8
Blades Steel	6	Raid Racer 2	12	Bullys vs Blazers	8	Power Rangers	35	Bullys vs Blazers	8	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Blast Master	5	Rambo	5	Cap America	13	Primal Rage	32	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Boy & His Blob	5	Rampage	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Bubble Bobble	9	RBI Baseball	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Burgerime	5	Renegade	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Capit Skyhawk	5	Rescue Emb Mns	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Castlevania	5	Rescue Rangers	6	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Castlevania 2	5	Robo Cop	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Cobra Triangle	5	Roger Clemens Bstl	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Commando	5	Roger Rabbitt	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Contra	5	Rush N Attack	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Deadly Towers	5	Rygar	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Dick Tracy	5	Section Z	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Donkey Kong Cts	19	Shadowgate	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Double Dragon	5	Silent Service	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Double Dragon 2	5	Simpsons-B vs SM	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Double Dragon 3	5	Simpsons-B vs Wld	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Double Dribble	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Dr Mario	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Dragon	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Dragon Tales	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Excitebike	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Faxanadu	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Faster's Quest	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 2	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 3	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 4	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 5	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 6	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 7	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 8	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 9	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 10	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 11	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 12	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 13	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 14	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 15	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 16	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 17	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 18	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 19	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 20	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 21	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 22	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 23	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 24	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 25	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 26	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 27	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 28	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 29	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 30	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 31	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 32	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 33	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 34	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 35	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 36	5	Snake Rattle	5	Castlevania 4	13	Ren & Stimpy Vdts	19	Cap America	13	Phantom Star 3	32	Primal Rage	49	Colleg*	49	Castle of Illusion	18	Solar Striker	7
Final Fantasy 37	5	Snake Rattle	5	Castlevania 4															





## MORRIGAN

Morrigan is definitely my favorite character. I've always been attracted to cute chicks with deadly secrets—of course, I always find out about those secrets at the worst possible time.

### STRATEGY

She is basically like the Ken character of the game. She's quick, has good offense and defense and her uppercut has decent range. Her chain combos are easy to do, but you'll need to put together lengthy ones to do enough damage to make them worthwhile. Her EX moves are very effective and all of them can be done while in the air. Morrigan's specials don't take off too much energy, so don't rely heavily on them. Her dashes are extremely useful for attacking and hiding EX specials.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move

Soul Feast <b>P</b>	↓↘→ + Punch
Air Feast <b>P</b>	While jumping, ↑↗→ + Punch
Shadow Blade <b>G P</b>	→↓↘ + Punch
Moon Tracer	→ + Strong or Fierce Punch
Sexual Embrace	While jumping, ↑ + Punch

GRABS



### MONSTER FACTS

- Turn-ons: Fast cars, walks on the beach, funny Japanese guys.
- Turn-offs: Pushy people, fatty foods, dishonesty.
- Two of her winning animations show her in street clothes.



## ANAKARIS

This Egyptian mummy guy sure knows how to throw his weight around. His sneaky attacks will remind you of Dhalsim and so will his speed.

### STRATEGY

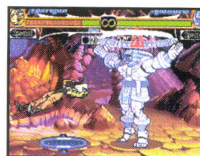
Once you get to know his attacks, it's easy to keep opponents away or hit them when they come into range. The key is to know where his attacks strike because he can hit you virtually anywhere. He is really weak when close to his opponent since he has no regular grabs—he's also the only fighter in the game with no Guard Reversal move. Defense, defense, defense!

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled

Fire Eater <b>K</b>	↓↘→ + Kick
Air Eater <b>K</b>	While jumping, ↓↘→ + Kick
Fire Digest	↓↘← + Kick
Air Digest	While jumping, ↓↘← + Kick
Coffin Drop <b>P K</b>	Punch + Kick
Ancient Dust <b>P</b>	While jumping, ↓↘→ + Punch

EX ATTACKS  
(With Special meter filled)



### MONSTER FACTS

- Anakaris is a descendant of a famous line of mummy fighting guys.
- He likes to travel and see where other dead people hang out.
- Anakaris thinks the Nile is overrated and prefers the calm of the Mississippi.



## FELICIA

This catwoman walks the thin line between cute and sexy. With her skimpy outfit and voluptuous curves, she can distract unwary foes and shut down arcades.

### STRATEGY

Felicia's strength is in her offensive attacks and fast hit-and-run strikes. All of the weapons in her arsenal are more effective up close because you can usually see them coming otherwise. She has a good amount of variety in her chain combos, which are devastating when linked with ES moves.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move

Rolling Claw Strike <b>P</b>	↓↘→ + Punch
Bouncing Scratch <b>P</b>	↓↘← + Punch
Sound Splash <b>G K</b>	↓↘→ + Kick
Delta Kick <b>K</b>	←↘↙ + Kick
Panic Nail	→ + Strong or Fierce Punch

GRABS

EX ATTACKS  
(With Special meter filled)



### MONSTER FACTS

- Although she is a cat, she loves taking bubble baths.
- She prefers chocolate truffles over catnip.
- Selecting her character with the START button allows you to fight with hair that is hot pink!



Tumble Cat	→ + Forward or Roundhouse Kick
Hell Cat <b>K</b>	→↘↓↙← + Kick
Flip Cat	While jumping, ↑ + Strong or Fierce Punch
Dancing Flash	→↓↘ + any two Punch buttons
Please Help Me	←↙↓↘→ + any two Kick buttons



## BISHAMON

This Akuryo Samurai is one of the best characters in the game. He has cool swords and can slice people in half, similar to a fatality.



### STRATEGY

You can extend the reach of almost all of his regular punches and kicks if you point the D-pad toward your opponent when pressing the attack button. His chains are very cool and do good damage. Bishamon's dashes are an important part of his arsenal and he's effective from short distances as well as at long range. Note that his Uppercut can only be done as a Guard Reversal or after certain strikes. Also, the Spirit Fist will grab your opponent instead of knocking him or her back if you're close enough.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move (see STRATEGY)



### MONSTER FACTS

- If *Samurai Shodown* had been done by Capcom, the characters would play similar to Bishamon.
- I used to have swords like Bishamon, but mine were made of plastic.
- Playing with real swords is hazardous to your health.

Uppercut <b>G P</b>	→ ↓ ↘ + Punch
Spirit Cast <b>P</b>	While jumping, ↑ ↗ + Punch
Sword Throw <b>P</b>	← ↓ ↘ + Punch, then ← + Punch or ↓ ↘ + Punch
Wicked Slash <b>P</b>	Charge ← for three seconds, then → + Punch
Low Slash <b>K</b>	Charge ← for three seconds, then → + Kick

### GRABS

Throw	→ + Strong or Fierce Punch
Air Throw	While jumping, ↑ + Strong or Fierce Punch
Slasher <b>P</b>	Rotate the D-pad 360° + Punch
Spirit Fist	→ ↓ ↘ ← + any two Punch buttons
Mirror Slash	← ↓ ↘ → + any two Kick buttons

### EX ATTACKS (With Special meter filled)

## RIKUO

The merman from the Amazon is back and ready to kick ass. I wonder if Rikuo has ever met Aquaman or the Sub-Mariner.



### STRATEGY

The trouble with Rikuo is that his specials are a little hard to connect. A lot of characters have the ability to slide under his Sonic Wave and can easily avoid his Screw Jet. He only has two effective attacks while dashing, but they are very useful. A tricky character, Rikuo takes patience and finesse to master properly.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Rikuo is known as Aubath in the Japanese version of the game.
- He probably has the widest assortment of color schemes in the game.
- His name will be changed to "El Hombre de los Pescados" in the Spanish version.

Sonic Wave <b>G P</b>	↓ ↘ + Punch
Screw Jet <b>P</b>	← → + Punch
Poison Breath <b>K</b>	↓ ↘ + Kick
Trick Fish <b>K</b>	← ← + Kick
Tongue Flip (two hits)	→ + Strong or Fierce Punch, then press → or ←
Air Flip	While jumping, ↑ + Strong or Fierce Punch

### GRABS

Crystal Lancer <b>P</b>	While jumping, → ↓ ↘ ← + Punch
Sky Neptune <b>K</b>	→ ↓ ↘ ← + Kick
Toe Clamp	↓ ↓ + any two Punch buttons
Aqua Spread	→ ↓ ↘ + any two Punch buttons or any two Kick buttons
Water Jail	→ ↓ ↘ + any two Punch buttons
Sea Rage	← ↓ ↘ → + any two Punch buttons

### EX ATTACKS (With Special meter filled)

## DONOVAN

The hunter of the dark is one of the new additions to the *Darkstalkers* legend. He has his mysterious sidekick with him as he faces the Night Warriors.



### STRATEGY

Although he seems overpowering at first, it takes extra finesse to use Donovan effectively against good opponents. Most of his specials are good for countering, but their delay times limit their usefulness in combos. He is effective in close and his normal strikes are speedy, which makes executing chains simple.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Donovan switched from gold to beads when he became more spiritual.
- He calls upon the sword elementals to do special attacks.
- He enjoys showing off his legs with small skirts.

Fire Sword <b>G P</b>	→ ↓ ↘ + Punch
Blizzard Sword <b>P</b>	← ↓ ↘ + Punch
Lightning Sword <b>P</b>	← ↓ ↘ + Punch
Sword Release and Return <b>P K</b>	Punch + Kick then Punch + Kick

### GRABS

### EX ATTACKS (With Special meter filled)

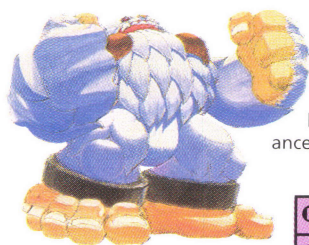
Bead Grapple	→ + Strong or Fierce Punch
Sword Grapple	→ ↓ ↘ ← + Punch
Breath of Death	← ↓ ↘ + Kick
Change Immortal	Strong Punch, Jab Punch, ←, Short Kick, Forward Kick





## SASQUATCH

This guy is the most adorable character in this or any game. Sasquatch is a Big-foot/Yeti-like creature who is cheered on by fellow Sasquatches and tiny snowmen.



### STRATEGY

Sasquatch has a free-flowing combo system that starts with weak strikes similar to Victor. Unlike Victor, he has more flexibility in his chains and it's much easier to connect with Specials and ES moves. His dashes add to his arsenal of attacks and are just about as quick as his jumps. A well-balanced character and fun to use.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move

Big Snow <b>P</b>	↓↘→ + Punch
Big Towers <b>K</b>	↓↓ + Kick
Big Cyclone <b>K</b>	↓↙← + Kick
Air Cyclone <b>K</b>	While jumping, ↓↙← + Kick
Big Typhoon <b>G K</b>	→↓↘ + Kick
Big Bomb	→ + Strong or Fierce Punch

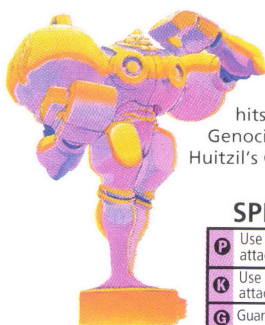


### MONSTER FACTS

- I sure wish I had a Sasquatch doll.
- Hey kids, why not dress as Sasquatch for Halloween?
- Make sure you make a safe Sasquatch outfit, one that gives the wearer good visibility; it should be fire retardant as well as being easy for motorists to spot.

## HUITZIL

This robotic friend to animals was one of the bosses from the original *Darkstalkers* and is now a playable character! Whoopie!



### STRATEGY

You have to master his odd jumping style which differs from the wacky style of Anakaris. Mixing in his dash will help you maneuver effectively. His chain combos can be devastating, since many of his normal strikes produce multi-hits. Use his EX Confusion move to hold opponents in place while you execute the Genocide Vulcan—which happens to be his most devastating regular Special. Also note that Huitzil's Guard Reversal can *only* be used as a Guard Reversal, not as a normal Special Move.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move(see STRATEGY)

Plasma Beam (low) <b>P</b>	↓↘→ + Jab Punch
Plasma Beam (high) <b>P</b>	↓↘→ + Strong Punch
Plasma Beam (up) <b>P</b>	↓↘→ + Fierce Punch
Reflect Wall <b>G</b>	→↓↘ + Punch
Missile Launcher (close) <b>K</b>	↓↘→ + Short Kick
Missile Launcher (medium) <b>K</b>	↓↘→ + Forward Kick



### GRABS

Missile Launcher (far) <b>K</b>	↓↘→ + Roundhouse Kick
Magnet Slam	→ + Strong or Fierce Punch
Sky Capture	↑ + Strong or Fierce Punch
Circuit Scrapper <b>P</b>	→↓↘↙← + Punch
Confusion	→↓↘ + any two Kick buttons
Final Guardian	→↓↘↙← + any two Kick buttons

**EX ATTACKS**  
(With Special meter filled)

### MONSTER FACTS

- Huitzil is called Phobos in the Japanese version of the game.
- Huitzil only approves of dolphin-safe tuna and prefers the rich taste of Albacore.
- Chicken of the Sea is okay, but he likes Starkist and feels a bond with Charlie the Tuna.



## PYRON

The last boss from the original *Darkstalkers* is playable and an alien! This fire dude is pretty cool and not some fluff like that Alf guy.



### STRATEGY

The hypnotic animation of Pyron's flaming body can really freak out your opponents. Take advantage of this by staying just out of reach and countering blind stabs at you; you can teleport to keep things moving. His dash is mildly effective, but jumping and teleporting is the key. A good offense and defense with the latter being a bit stronger.

### SPECIAL MOVES

- P** Use any two Punch buttons for ES attack when Special meter is filled
- K** Use any two Kick buttons for ES attack when Special meter is filled
- G** Guard Reversal move



### MONSTER FACTS

- Most people thought Pyron was a fire demon when they first saw him.
- I thought he looked like my cousin, whose name is also Pyron.
- Comics fans thought he was a member of the Fantastic Four.



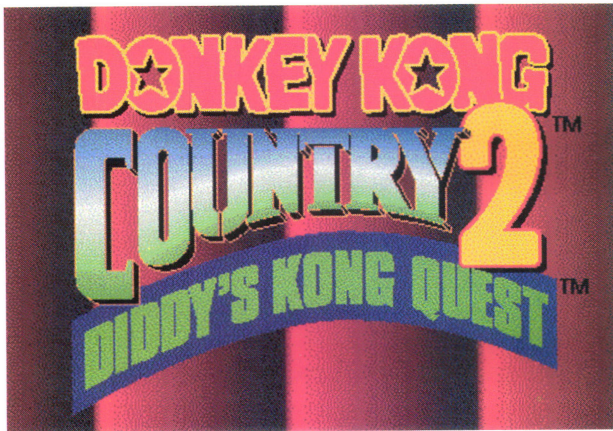
Soul Smasher <b>P</b>	↓↘→ + Punch
Air Smasher <b>P</b>	While jumping, ↑↗→ + Punch
Zodiac Fire <b>G P</b>	→↓↘ + Punch
Orbital Blaze <b>K</b>	While jumping, ↓↙← + Kick

### GRABS

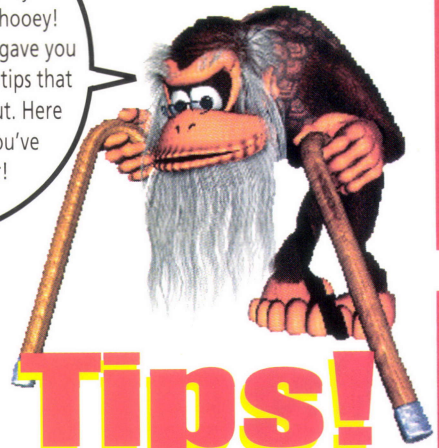
Flame Whip	→ + Strong or Fierce Punch
Galactic Throw	While jumping, ↑ + Punch
Planet Burning <b>P</b>	→↓↘↙← + Punch
Cosmo Disruption	↙↘↓↘→ + any two Punch buttons

**EX ATTACKS**  
(With Special meter filled)





"DKC2 Codes," they said. "Next issue," they said. What a bunch of hooley! All that other magazine gave you were a bunch of useless tips that you already knew about. Here are the **real** codes you've been waiting for!



# Top-Secret Tips!



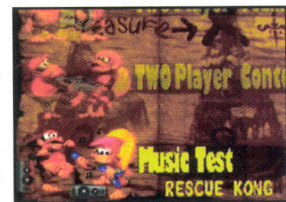
Press **Down** repeatedly to find two new options at the game-select menu.



Access the Music Test to hear your favorite tunes, or use the Cheat Mode to make the game easier or harder. You lucky person!

## Music Test

At the “Select Game” menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight “Two Player Contest” and press **Down** very quickly five times. The Music Test will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.



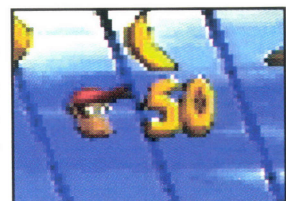
Can you identify this mystery tune?

## Cheat Mode

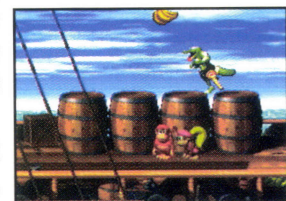
Access the Music Test as described above, then press **Down** quickly five more times. A Cheat Mode option will appear. With this option highlighted, you can enter the following codes:

"YA SAD LAD"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives!

"BARRAL AX"—Highlight "Cheat Mode" and press **B, A, Right, Right, A, Left, A, X**; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game!



Make the game easier by giving yourself 50 lives...



...or make it tougher by removing the DK barrels!





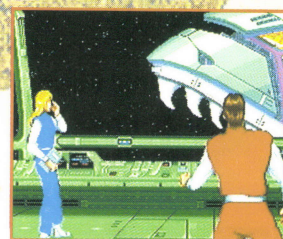
## Exclusive Strategy Guide

by Wataru Maruyama



# DARIUS GAIDEN

The latest installment in Taito's long-running *Darius* series has made its way to the Saturn, and fans of shooters will not be disappointed. While it's not exactly the cutting edge of 32-bit gaming, it does feature cool parallax backgrounds, pseudo-3-D effects and lots of on-screen carnage without the slightest hint of slowdown. Did I mention the difficulty? Well, let's just say that you're going to be playing this game for awhile.



## Strategy

Often, the best way to survive is to concentrate on your ship and not worry about shooting anything. If you don't have a shield, don't hesitate to use your bombs; you get a fresh supply every time you die. (Trust me, you'll die often.) Last but not least, use the Force and don't let anger destroy you.

## Icons

These power-up icons appear when you destroy a ship or when you hit an invisible icon. These hidden icons will flash when hit, so keep a sharp eye on the bottom and top parts of the screen and the other eye on the enemy.



Laser Power-Up



Bomb Power-Up



Bonus Points



Shield Power-Up



Smart Bomb  
(detonates on contact)



Extra Bomb



I-Up

## Shields

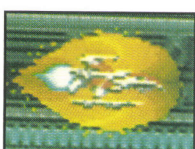
Your shield can be powered up depending on how many shield icons you collect while you have a shield.



Normal Shield



Super Shield



Hyper Shield

## Missiles

Powering up your missiles will make finding hidden icons easier in addition to destroying enemies with ease.

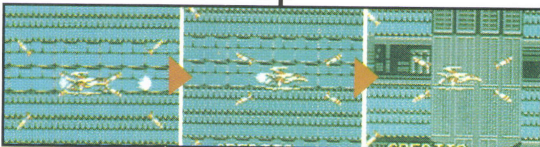
### Level 1-3 Power-Up



### Level 4-6 Power-Up



### Level 7-9 Power-Up



### Level 10-12 Power-Up







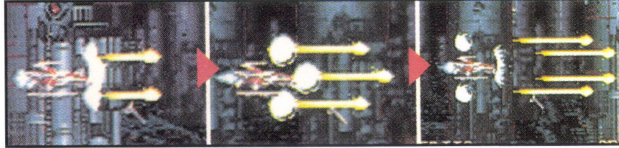
## Laser Power-Up

Any shooting game worth its salt will have good weapon power-ups, and *Darius Gaiden* does a decent job. Some enemies are easier to take out with weak lasers, but the higher level power-ups are just devastating. They're not the most spectacular looking lasers...actually, they kind of suck. Yes, you've found out about the game's ugly secret: weak laser effects. At least the bomb produces a spectacular light show.

### Level 1-3 Lasers



### Level 4-6 Lasers



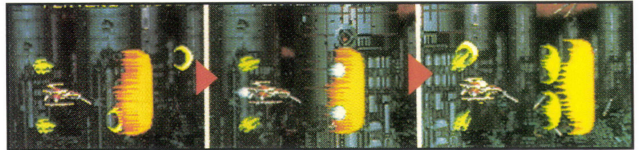
### Level 7-9 Lasers



### Level 10-12 Lasers



### Level 13-15 Lasers



## Map



This cool pyramid stage system allows you to choose your path and ending destination.

# A

Stage Difficulty—4  
Boss Difficulty—3



The first stage introduces us to the world of Darius. Haunting music plays in the background as you fight the enemy.



Heads up! Here comes Golden Ogre, the metal fish with an attitude and an appetite.



His scales aren't much of a threat as long as you don't move in funny directions.



Avoid his Death Laser he shoots from his mouth and you'll soon be throwing this guppy in the toilet. Too easy.

# B

# B

Stage Difficulty—5  
Boss Difficulty—5



The battle continues on this Earth-type planet.



Ancient Dozer has a simplistic set of patterns, so try to avoid using any bombs.



The main things to look out for are his Blue Homing Balls and upward-shooting lasers.



In his second form, there will be more homing projectiles. You can't get hit by the claws that are blown off, so relax.

# C

# C

Stage Difficulty—6  
Boss Difficulty—5



This watery battleground is tougher than the "B" course; you might have to spare a bomb to get through.



The King Fossil approaches as you wonder what the Queen Fossil looks like...or, even worse, the Fossil offspring!



Attack his fins and try to use your missiles for maximum damage.



His body starts to crumble and Torpedoes are added to his arsenal. It will take awhile, but there is no need to use a bomb here.

# D

# E

# F





## D

Stage Difficulty—6  
Boss Difficulty—6



The wonders of space lie before you, as well as a bunch of asteroids!



The Folding Fan enters the fray and presents you with your first real battle.



He has two attacks that can trap you with a hail of bullets or Laser spray. Maneuver to his rear to avoid the bullets.



Stick around his face to avoid his Laser attack. The Boss music for this stage is among the strangest in the game.

G  
H

## E

Stage Difficulty—6  
Boss Difficulty—6



Inside of what appears to be the hull of a spacecraft, you'll find a moderate challenge. Search for a hidden I-Up icon.



The Electric Fan is the big guy around these parts. If only there were a way to unplug this guy....



Most of the attacks are straightforward, except for the Ball shower that rains down on you.



Watch out for some weird red globs that can't be destroyed, but must be dodged.

H  
I

## F

Stage Difficulty—6  
Boss Difficulty—6



This area also takes place in space and takes you to the underside of an asteroid.



The boss from zone "D" has a twin Fan who attacks in similar manners.



The pattern of attack differs a bit from the other Folding Fan, but not by much (depending on the difficulty setting).

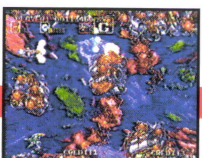


Again, beware of his rear lasers, which fire in set waves. I used to have lasers on my rear but I had them removed so I could sit more comfortably.

I  
J

## G

Stage Difficulty—7  
Boss Difficulty—7



The backgrounds are fairly confusing and can cause you to lose track of enemy fire and your lunch.



The Prickly Angler defends his turf from would-be heroes and starfighters.



This guy has two forms to watch for, with the latter being the tougher. Save your bombs for "part two" guy.



In his second form, he has a death beam that covers most of the screen. Bomb away if you're in range and take out his outer fins.

K  
L

## H

Stage Difficulty—7  
Boss Difficulty—7



Mind-bending backgrounds are the rule for the third tier of zones. Concentrate, and consider yourself lucky that you're not playing this on the Virtual Boy.



The stage itself is short but tough—like an irate midget. Get ready for the Neon Light Illusion.



Take out his claws first; they will shoot lasers in addition to slicing you.



He'll eventually come out of his shell and bombard you with a shower of lasers. Take cover under his head.

L  
M

## I

Stage Difficulty—7  
Boss Difficulty—7



There will be some indestructible rocks and—luckily—some rock-eating ships. Don't shoot the ships! Follow them after they grub.



The backgrounds move a bit, but it's not too distracting. Mr. Prickly Angler awaits you and attacks like his mirror self in zone "G."



The backgrounds for the boss are very confusing and add to his toughness. Remember to save some bombs.



He still has his good old Death Beam handy, so make sure you have at least two bombs in stock.

M  
N



# J

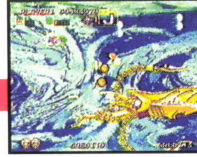
Stage Difficulty—8  
Boss Difficulty—7



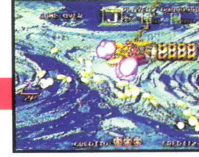
This zone is the toughest of the four choices because of the background patterns and dizzying light arrangements.



That Neon Light Illusion guy is pretty annoying. I think he's a bitter ex-member of Disney's Electrical Parade or something.



This clone from zone "H" is just as tough as his cousin—and just as ugly.



His background is easier on the eyes than zone "H" but still requires the use of a bomb or two.

# K

Stage Difficulty—8  
Boss Difficulty—8



The battle rages on—out in space and inside a spaceship.



Memories of a painful childhood are resurrected when the next boss, Fatty Glutton, appears.



Fatty is a pretty tough customer with a wide arsenal of shooting things.



The trickiest ones move with a delay time mimicking the movement of a school of fish. Neat to look at until you die.

# L

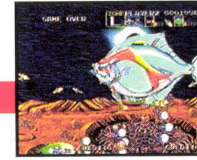
Stage Difficulty—7  
Boss Difficulty—8



This zone looks like the surface of Mars or something. Yeah, let's blow up Mars! Who needs that worthless planet anyway.



Navigate through asteroids and beware of a pesky centipede creature. Double Dealer will appear to deal you a hand...of death!



Floating balls that shoot and twin homing lasers are your main concern. Beware of his second identity—hence the name Double Dealer.



His second form has a lot of homing projectiles, most of which can't be destroyed. Try to trick them into following you without getting trapped in a corner.

# M

Stage Difficulty—4  
Boss Difficulty—10



A very short stage lures you into believing you're safe, but you're about to learn a very painful lesson.



The Titanic Lance approaches and, like a never-ending freight train, it keeps on coming.



It features incredibly fast lasers that are tough to dodge, claws that grab with great accuracy and turrets that anticipate movement. But wait!



You also get laser-firing ships, a clamping hull and more! A total of eight segments, all for the low price of \$19.95! Order now to get your very own Titanic Lance.

# N

Stage Difficulty—7  
Boss Difficulty—8



An asteroid belt impedes your progress and eventual victory over the mechanical fish guys.



That double-dealing Double Dealer is back for double-dealing mayhem.



This time, he has a different color and varying laser attacks but is just as double-dealing as his double-dealing double.



The Double Dealer deals double deals daily. Say that tongue twister five times really, really fast while fighting this boss.

# O

Stage Difficulty—8  
Boss Difficulty—8



This zone is similar to zone "E," but much tougher.



Fatty Glutton makes his second appearance and attacks like his counterpart in zone "K."



Please don't call me Fatty. How about Stocky Glutton or Chubs Glutton?



I got it! How about Big Papa Glutton? Sounds good, doesn't it? Yes, I like it.

NO. 1. BEST





## P

Stage Difficulty—8

Boss Difficulty—9



After entering the atmosphere, you explore the ocean of the planet.



The Crusty Hammer is not only crusty but a very wily opponent. His centipede-like body holds many attacks.



His claw will kill you instantly, so be wary of it in addition to his body-flinging tactics.



Watch for a tricky laser barrage that sprays in a circle pattern. He also has a tendency to fly around more when close to death.

Z  
V

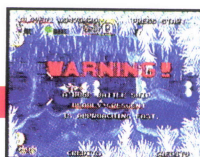
## Q

Stage Difficulty—7

Boss Difficulty—8



This icy planet will have you shivering but not as challenged. Take it easy and reserve your bombs.



The Deadly Crescent is not a French pastry gone bad, but, rather, a fancy fish with feather-like fins.



A nice-looking attack is the laser barrage that spreads upward in a fanning motion. It looks intimidating but can be dodged.



His fins also spin at you and can be destroyed. When dodging, be careful of the icy roof; it doesn't allow a lot of space.

V  
W

## R

Stage Difficulty—8

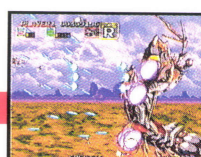
Boss Difficulty—9



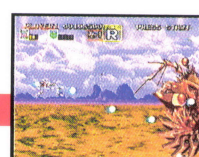
This Earth surface looks like the Grand Canyon. We can't allow fish to destroy this historic geography! Fight on!



Crusty Hammer is back to his old tricks and sports a different white shell color and entrance.



The pattern of attack is basically the same with the laser attacks and claw slashes. He's slightly easier than the other Hammers.



The main difference is that this version of Crusty has a greater tendency to fly around and crush you.

W  
X

## S

Stage Difficulty—8

Boss Difficulty—8



As you fly through the desert, you'll come across scenic ruins that are reminiscent of Egypt.



Deadly Crescent is back and causing mischief in the Land of the Pharaohs.



Crescent has decided on a shade of blue for this outing and has matching fins for you to look at.



His attacks are almost identical to his stuff in zone "P," so don't be surprised.

X  
Y

## T

Stage Difficulty—7

Boss Difficulty—9



The ruins of a burning city make this one of the coolest-looking stages; a can't-miss stop on your way to the big dance.



You can't keep Crusty Hammer down for long and, sure enough, here's Crusty!



Crusty goes through yet another costume change and a slightly altered set of patterns.



This version of the Crustmeister attacks like the one in zone "P" but does not roll around as much as the one in "R." Get rid of Crust for good.

Y  
Z

## U

Stage Difficulty—8

Boss Difficulty—8



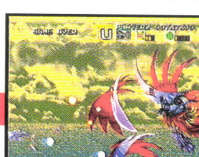
Strap yourself in for a battle that will take you underwater and back again. This zone is tougher than you might think.



Well, what do you know? It's your good friend Deadly Crescent, and he's got something special just for you.



Okay, he doesn't have anything really special, but he does have his attacks from zones "R" and "S."



All right, I admit it, there's absolutely nothing special about this guy. Zip, zilch, nada.

Z  
V



# V

Stage Difficulty—7  
Boss Difficulty—9



Congratulations on making it to one of the final zones! This underwater cave setting hides a mysterious secret. Uncover it if you dare!



So you want to know the secret, eh? Tremble before the presence of Risk Storage! Risk Storage?? Yes, Risk Storage, darn it!



Risk attacks with a variety of lasers and homing goodies along with his trusty tail. It's not a very complex pattern, but it certainly wears you down.



He'll eventually break up and reveal his ace, which is a long tube with holes. It's very hard to defend against and calls for timely bombing and sacrificing a ship or two.

# W

Stage Difficulty—7  
Boss Difficulty—9



You start out in a canyon area at dusk, but quickly move inside a mountain battleground. Not too tough of a stage though.



The winner of the coolest boss name in Darius is Vermillion Coronatus. This seahorse packs many lethal strikes.



Of course he has the usual laser and missiles, but he also has tail spikes and gun turrets hidden inside his scales.



He has a suction attack that spells instant death if you're caught. Try using a bomb to break free, or time it so that it cancels out his penetrating beam.

# X

Stage Difficulty—9  
Boss Difficulty—10



This is easily the toughest zone in the game. You have to rough it through the insides of a big ship. Good luck!



Say hello to the second-toughest boss in the game, the Hysteric Empress. Why is she hysteric? Who made her an empress? Pray you never find out.



She really throws a lot at you, but the most interesting attack is where she lays eggs and shoots them at you. Some attacks require you to hide near her face.



Later on, she'll send out a bunch of baby crabs to shoot you. If your missiles are well powered, there won't be a problem since they stay on the ground.

# Y

Stage Difficulty—8  
Boss Difficulty—9



This beautiful plant forest zone basks you in a sea of green. There are some cool rain effects that add some atmosphere.



When approaching the boss, a rainbow appears—giving you hope and a reason to fight on.



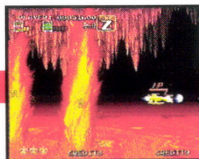
The Odious Trident has a variety of charge attacks and uses his rear thrusters to try to take you out.



There are a couple of hidden fighters inside the Trident, but they can be destroyed. Victory over the Odious one will show you the best ending in the game.

# Z

Stage Difficulty—9  
Boss Difficulty—10



This is no cakewalk; a very hard zone. Inside a volcano with lavarocks, you'll find out why this is the last letter in the alphabet.



Watch out for shooting streams of lava and similar hazards. The Curious Chandelier is about to preside over his court.



Curious is definitely the meanest hombre in the game, with shooting spikes, blade bulbs and a targeting square that tracks you down.

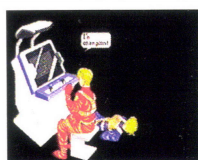


After considerable damage, he'll start to shoot his bulbs at you and follow you around like a persistent panhandler. Don't lose hope!

## ENDINGS



Yes, there are multiple endings, with some bizarre results.



Some endings reward you with a joke or cool cinema screen.



Others warn of enemies that aren't fully conquered or that the enemy was destroyed but you were never heard from again! Argh—that bites!



Disney's

# POCAHONTAS

BY NIKOS CONSTANT

## WHAT YOU SHOULD KNOW...

- Though this is supposedly a game for girls, I thought it was fun. Games are for everyone.
- This game isn't really too tough, so it should be more for little kids than big ones.
- Use Meeko, the raccoon to scout ahead. He can find secret areas and enemies.
- Also use Meeko to collect berries—they will help you get passwords.
- Get all of the necklace pieces for a special ending.

These bridges will make Pocahontas fall without Deer Spirit.

Jump off this cliff while Meeko goes through the secret passage.

Help Meeko across the water by pulling the raft over to him and pulling it back. Then you should swim under the island.

Chase the frog across the lily pads to allow Meeko to jump across.

Push the rock to let the otters play. They will give you their spirit so you can swim.

## PROLOGUE

Dive down here to find the first piece of the necklace.

## ACT I

GREAT! YOU GOT THE SPIRIT OF THE SQUIRREL. NOW YOU CAN CLIMB TREES THROUGHOUT THE FOREST!

WONDERFUL! THE EARTH TREMBLES. CHILD! STRANGERS HAVE COME TO OUR LAND. CLIMB MY BRANCHES TO SEE IF YOU CAN DISCOVER ANYTHING

Push the rocks into the water to help Meeko across.

Use Meeko to spy on the chief and his daughter in their house.

Meeko can reach this cave through here.

Help out the squirrels to give Pocahontas climbing power.

Help the fish out by pushing the rock and getting Fish Spirit.

Climb up the tree to see the ship coming.

There is a piece of necklace hidden in the tree.

You'll have to climb over this mountain and come around the other side to push the rock into the river.

With Fish Spirit you can dive deep to reach this secret underwater cave. Help Meeko collect berries here to get a password.

THERE IS A STRANGER IN THE LAND! USE YOUR ANIMAL POWERS TO FIND A PATH THROUGH THE FOREST AND MEET THE VISITOR



## PASSWORDS

MXFCP

SZXCR

4TB8R

YOU EARNED THE SPIRIT OF THE BIRD! FIND MORE FEATHERS TO TAKE LONG FALLS WITHOUT GETTING HURT!

Pick up the bird and put it back into the nest so you can take big jumps. Pick up feathers along the way to give you flying powers.

Use Meeko to push this rock down to let Pocahontas up the cliff.

Climb Pocahontas up over this hill to let Meeko across on the other side.

Meeko has to go down here by the waterfall and wait for you to let him across.

Push the log into the water to let Meeko across.

You only have to get Pocahontas to her father, so forget about Meeko.

Be careful of these jumps or you'll fall to your death.

RACE THE WOLF TO HIS DEN TO EARN HIS SPIRIT!

THE SPIRIT OF THE WOLF GIVES YOU THE POWER TO SNEAK! HOLD 'DOWN' AND PRESS 'LEFT' OR 'RIGHT' TO TRY IT!

Come down here to meet John Smith.

Use wolf power to get past this passage to reach John Smith.

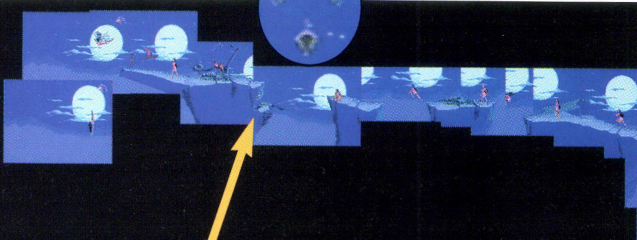
There's a piece of necklace at the end of the wolf race that can only be taken with Meeko.





## ACT II

FIND OUT WHAT THE NEWCOMERS ARE UP TO. BE CAREFUL - THEY ARE NOT AS FRIENDLY AS JOHN SMITH.

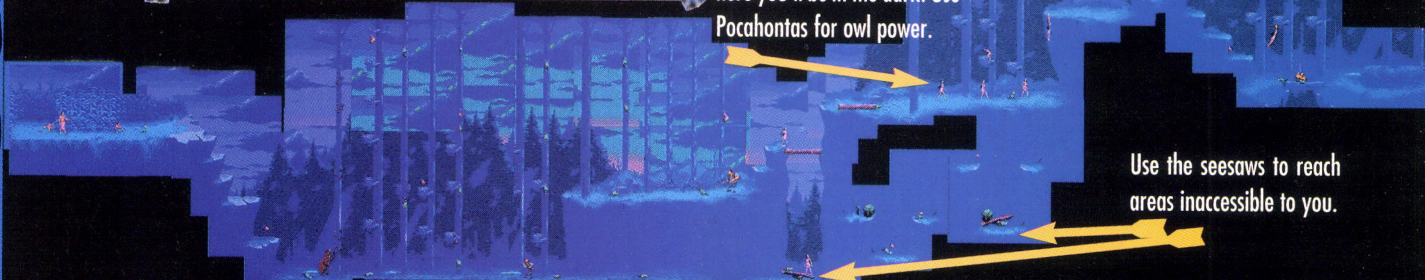


The last piece of the necklace is up here nestled under a cliff.

THE BEAR CUB HAS CLIMBED THE TREE IN SEARCH OF SOMETHING SWEET!

YOU EARNED THE SPIRIT OF THE OWL! NOW YOU CAN SEE BETTER IN DARKNESS!

If you continue on with Meeko here you'll be in the dark. Use Pocahontas for owl power.



Use the seesaws to reach areas inaccessible to you.

CLIMB THE TREES AND SWING BETWEEN THE BRANCHES TO HELP THE BEAR CUB DOWN!

PRESS 'A' NEAR A SETTLER TO CALL THE SPIRIT. CAREFUL ONLY THE SKINNY SETTLER WILL BE FRIGHTENED!

## ACT III

YOU KNOW YOUR TRUE PATH CHILD. YOU MUST ONLY HAVE THE COURAGE TO FOLLOW IT!

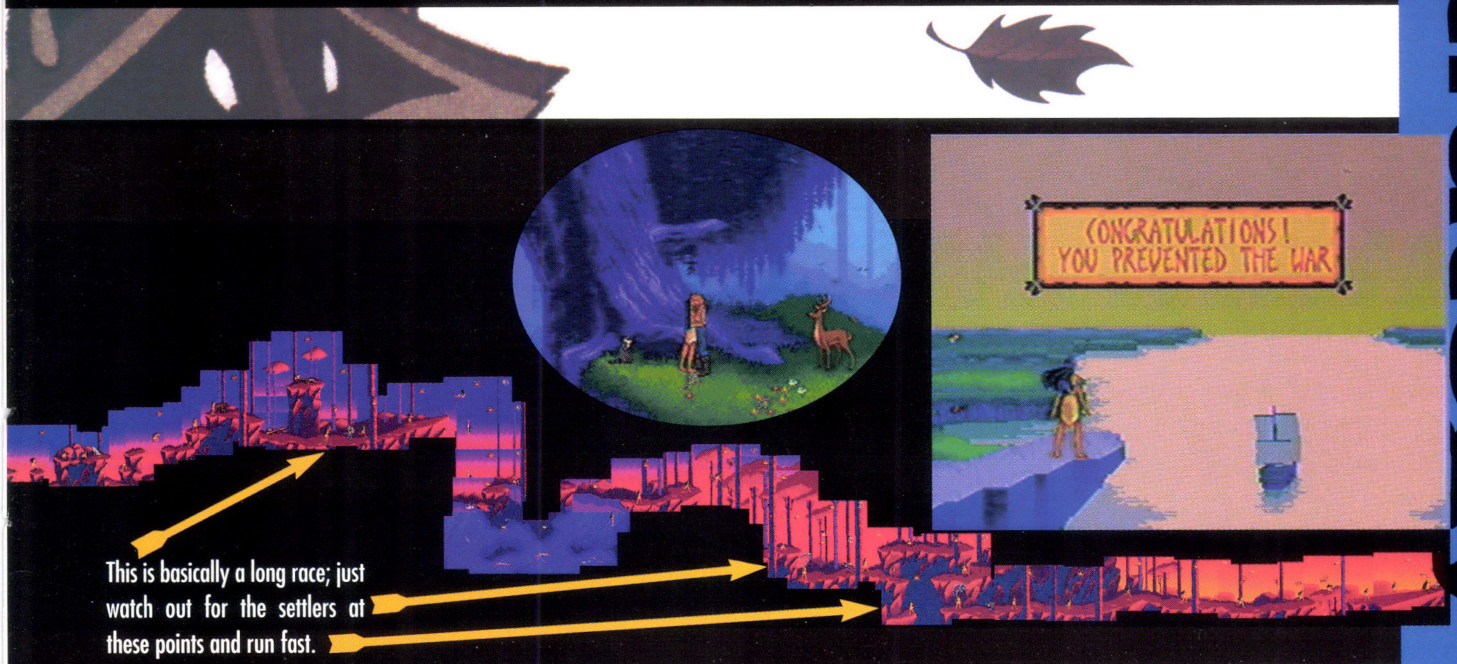
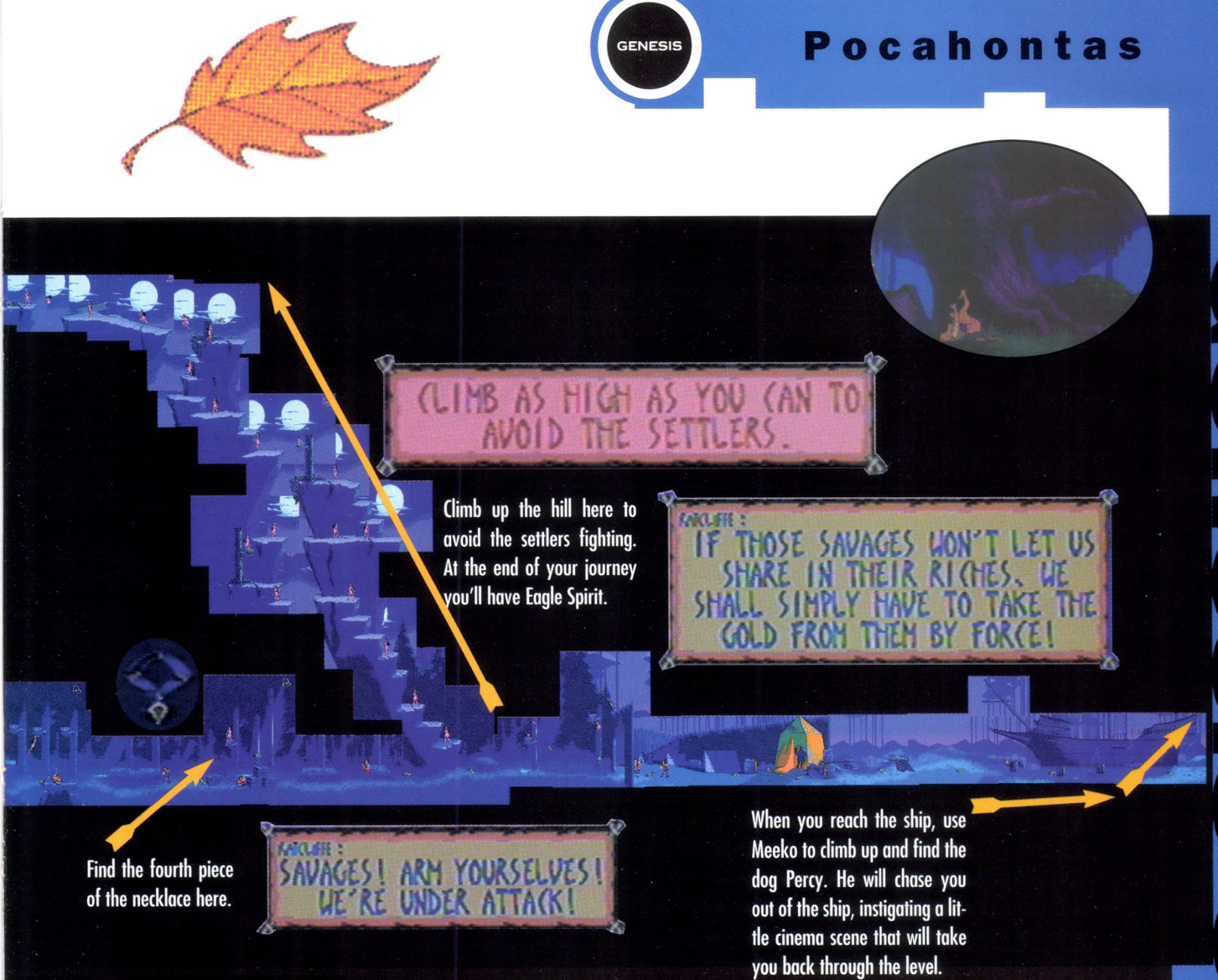
HURRY! THE FATE OF JOHN SMITH DEPENDS ON YOU!



RACE AGAINST THE SUNRISE TO SAVE JOHN SMITH AND BRING PEACE TO THE LAND.

USE ALL YOUR ANIMAL POWERS TO BEAT THE SUNRISE AND STOP A WAR FROM DESTROYING THE LAND.

















# Cheater's Strategy

by nikos constant



## Arena Level Codes

- |                         |                         |                         |
|-------------------------|-------------------------|-------------------------|
| 1. Welcome—●●●●●●●●     | 15. Halls—●●●●●●●●      | 29. Dodge—▲●●●●●●●      |
| 2. Next Gen—■●●●●●●●    | 16. Coaster—●●●●●●●●    | 30. Air—■●●●●●●●        |
| 3. This Way—▲●●●●●●●    | 17. Mine—▲●●●●●●●       | 31. Jump—●●●●●●●●       |
| 4. JoyJoy—▲●●●●●●●      | 18. Look-Up—■●●●●●●●    | 32. Room 101—▲●●●●●●●   |
| 5. Noddy—■●●●●●●●       | 19. Deadline—●●●●●●●●   | 33. Firepower—●●●●●●●●  |
| 6. Wastelands—▲●●●●●●●  | 20. Fort—●●●●●●●●       | 34. Wave—●●●●●●●●       |
| 7. Vertigo—●●●●●●●●     | 21. Stairway—▲●●●●●●●   | 35. Push Off—●●●●●●●●   |
| 8. Gem Tower—▲●●●●●●●   | 22. Park A Lot—■●●●●●●● | 36. Perimeter—●●●●●●●●  |
| 9. Bridge—■●●●●●●●      | 23. ZamCam—●●●●●●●●     | 37. Spiral—●●●●●●●●     |
| 10. Obliterate—▲●●●●●●● | 24. Shootme—▲●●●●●●●    | 38. Bounce—●●●●●●●●     |
| 11. Arena—▲●●●●●●●      | 25. Wild—▲●●●●●●●       | 39. The Castle—■●●●●●●● |
| 12. PBM—●●●●●●●●        | 26. Oil Rig—■●●●●●●●    | 40. Fortress—■●●●●●●●   |
| 13. Ramps—▲●●●●●●●      | 27. Rightway—●●●●●●●●   | 41. Lifts Ahoy—▲●●●●●●● |
| 14. Oasis—▲●●●●●●●      | 28. Waste2—■●●●●●●●     | 42. Push Me—●●●●●●●●    |



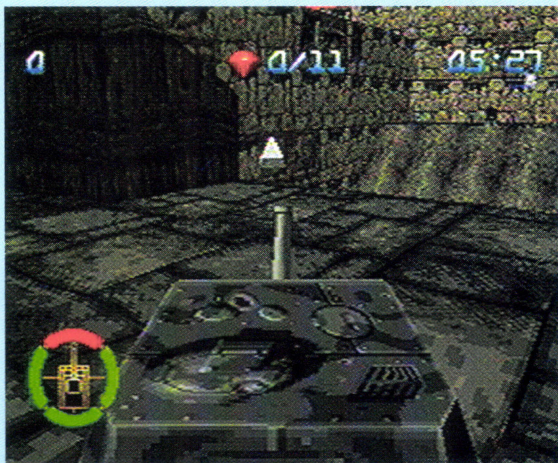
## Weapon All-Access



While playing (not with the game paused), enter the code **Left Right Left Left Right Left Right Right Up Down Up Up Down Up Down Down**. You will get the message "Max Weapons Added...Oh Yes!" Kill like crazy with this complete arsenal.



## Invulnerability



While playing (not with the game paused), press **Left, Fire, Left, Fire, Left, Left, Fire, Right, Fire, Right, Fire, Fire** (Fire is the **X** button in the default setup.) The message "Invincible! Yes Indeedy!" will appear; now you can't get hurt.

## what you should know ...

- There are 42 levels in One-Player mode. If you play linked up, you get 15 specially designed arenas exclusive to the Two-Player mode.
- Push blocks in front of you to shield yourself from enemies. You can also use them as bridges over gaps in the arena to find new areas.
- Follow the arrows on the walls and ground to find the exit and unexplored areas of the arenas.
- If you can spare a guided missile, you can use its first-person "camera" to "see" around corners for enemies; you can also get a good overview of the arena this way.
- Use the brake for precise movement on ledges.

- To disarm mines, maneuver your tank to one side and shoot at it. The shrapnel will miss you. All of the mines in the game act the same, no matter if they're yours or your enemy's.
- Power-ups in the blue cubes can be accessed by shooting at them once. If you shoot the released power-up, it will be destroyed. Depending on your difficulty level, they may reappear after a set period of time (Easy = one minute; Medium = two minutes; Hard = never).
- Some enemies are low to the ground, making some guns useless since they shoot over them. Study the different ammo types to find ideal destruction areas.





by nikos constant

## Cheater's Guide



### what you should know...

- There are a ton of hidden areas, so keep your eyes open and explore all parts of the levels. An easy one to find is on top of the building that you come out of when you start Level 1. Just jump up and you'll find it.
- The spin attack can only be done against certain enemies, so don't rely on it too much. It's better just to shoot stuff anyway. Go nuts, kids.
- If you actually play this game to the end, you are a supermasochist akin to Bob Flanigan and the like.
- When entering passwords, remember

that there is a space selection that you can choose if the password has less than eight characters.

- The best Bon Jovi album of all time is

*Slippery When Wet*, but it's still not as good as Cinderella's magnum opus *Long Cold Winter*.

- If there was ever a guitar battle between Joe Satriani and

Richie Sambora, like in the movie *Crossroads* (starring Ralph Macchio), I think that Joe would probably be on his way to hell, because Tico has got Richie's back.







# Passwords

Level 2

enter password  
afLeaPit

Level 3

enter password  
teaspoon

Level 4

enter password  
sedation

Level 5

enter password  
veryNice

PlayStation

Invulnerability

enter password  
PiLCHaRd

Level Select

enter password  
KRiStian

Level 2

enter password  
Walker

Level 3

enter password  
overtime

Level 4

enter password  
VILLa

Level 5

enter password  
enDboss

Saturn

Level Select

+

Infinite Lives

enter password  
taehC

Level Skip

enter password  
taech

Note: With the "Level Skip" code in place, pause the game and press X to skip to the next stage.

300

Level 4

enter password  
Liveaid

Level 5

enter password  
PLEctrum

Level 1  
Level 2  
Level 3

enter password  
SOftCELL

enter password  
LOVESHAK

enter password  
StRiTUP





## ACTRAISER

### Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Blood-pool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandora. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

## THE ADDAMS FAMILY

### 70 Lives

Enter the password BLKX8 to start with Uncle Fester, Granny, Pugsley and Wednesday, 70 lives and five hearts. End Password

Enter this password: BLS&P. Walk into the music room and play through the game's final stage.

### Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

## THE ADVENTURES OF BATMAN & ROBIN

### Stage Tips

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out.

In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas.

In Stage 7: Riddle Me This..., use the X-Ray Goggles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Minotaur's riddle is "H.B."—Batman will explain what it means.

### Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.

Stage 2: No Green Peace

▲●●●/■▲▲■/■●●●/●▲●●

Stage 3: Fowl Play

●●●●/■▲▲■/■●●●/■●●●

Stage 4: Tale of the Cat

●●●●/■▲▲■/■●●●/▲■●●

Stage 5: Trouble in Transit

■●●●/■▲▲■/■●●●/■●●●

Stage 6: Perchance to Scream

■●●●/■▲▲■/■●●●/■●●●

Stage 7: Riddle Me This...

■●●●/■▲▲■/■●●●/■●●●

Stage 8: The Gauntlet

●●●●/■▲▲■/■●●●/■●●●

## AERO THE ACRO-BAT

### Five Continues

Press X, Y, B, A, X, A, B, Y, Up, L at the title screen.

### Nine Continues

Press X, Y, B, A, X, A, B, Y, Up, R at the title screen.

### Level Select/Skip

At the Start/Options screen, press D, A, D, Y, D, A, D, Y and listen for the machine gun. Then, at any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. Now you can skip any stage by pressing the SELECT button while the game is paused. To access the level-select menu, press SELECT while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press R and hold it down. The level-select screen will then appear.

### Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press A, Y, L, Up, Down, R, A, Y, Right, Left at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen.

## ALIEN VS. PREDATOR

### Stage Select

At the title screen, press SELECT to access the "Config Mode," then press START. Next, at the Option Menu, hold buttons X, A, L and R on Controller 2 and press START on Controller 1. A hidden Stage Select menu will appear.

## ART OF FIGHTING

### Skip to Credits

Begin a new game, then select the Story Mode. When the game starts, press SELECT to pause, then press Up, X, Left, Y, Down, B, Right, A, L and Y on Controller 1.

## BATMAN RETURNS

### Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press Up, X, Left, Y, Down, B, Right, A, Up and X.

### Nine Lives

At the Option screen, use Controller 2 to enter Up, Up, Down, Down, Left, Right, Left, Right, B, A. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine.

## BATLETOADS/DOUBLE DRAGON:

### THE ULTIMATE TEAM

### Stage Select

Press Up, Down, Down, Up, X, B, Y, A at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

## BATLETOADS IN BATLEMANIACS

### Extra Lives and Continues

At the title screen, hold A, B and Down and press START. A flash of red will appear on the screen that shows the Batletoads flag. You can now start the game with five lives and five continues.

## BEST OF THE BEST CHAMPIONSHIP

### KARATE

### Kumate Warp

At the title screen, press START to go to the Main Menu. Place the cursor over "Option" and press SELECT. Select "Password" in the top left corner and enter the password 2RHT255457K. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumate mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumate.

## BIKER MICE FROM MARS

### Extra Difficulty Setting

At the title screen/main menu, grab Controller 2 and press Up, X, Left, Y, Down, B, Right, A, Up, X. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

## BRAWL BROTHERS

### Change Title Screen

When the Jaleco logo appears, press B, A, X and Y repeatedly. When you hear

the sound of a sword slash, press START. As the screen changes press Down, Down, Down and START. Exit the Option screen to view the game's original Japanese title screen.

## BRUTAL

### Boss Code

Press X, A, B, A, Left, A at the title screen. Now you can choose to play as the Dali Llama.

## BUSBY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

### All Levels Complete

Up, A, A, A, Down

Jump Frenzy

B, A, B, Y

99 Diving Suits

B, Left, Up, B

99 Portable Holes

Right, Up, SELECT, SELECT

99 Smart Bombs

X, X, Up, Down, X

99 Nerf Ballzooka Shots

B, A, Left, Left

50 Lives

B, Up, B, SELECT, Y

Invulnerability

X, A, B, Y, Up, Down

## CACOMA KNIGHT IN BIZYLAND

### Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press Up, Up, Down, Down, Right, Left, Right, Left, B, A on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

## CLAY FIGHTER

### Play as the Boss

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

## CLAY FIGHTER TOURNAMENT EDITION

### Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to POSSE

Player 2: Bad Mr. Frosty—change name to JASON A

Player 3: The Blob—change name to STEVE C

Player 4: Taffy—change name to JOHN S

Start the game and the fighters will be super small.

## CLAY FIGHTER 2: JUDGMENT CLAY

### Random Select

At the player-select screen, hold the L and R buttons to make the computer choose your fighter at random.

### Turbo Play Mode

At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

### Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the L button and press X, R, A, X, R, R.

Ice: Hold the B button and press Up, L, L, L, Right.

Slyck: Hold the Y button and press L, L, Up, L, Left, R.

Spike: Hold the R button and press X, B, B, A, Y, Left, A.

Peelgood: Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y.

Sarge: Hold the X button and press L, L, Up, Down, Left, Down.

Jack: Hold the D-pad Up and press X, A, R, R, Y, A.

Thunder: Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, B, X, A.

## CYBERNATOR

### Extra Continues

At the title screen, highlight the word "Option" and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

### Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.

## DAFFY DUCK IN

### THE MARVIN MISSIONS

### Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press Left, Left, Right, Right, Up, Down, Y, A, B and X.

## DARIUS TWIN

### Extra Ships

Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

## THE DEATH AND RETURN OF

### SUPERMAN

### Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: 0B, 29, 2C and 05. Exit the Options menu and start the game. When you get into trouble, press A+B+X+Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

## DISNEY'S ALADDIN

### Stage Select

At the Options Screen quickly enter L, R, START, SELECT, X, Y, A, and B on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages.

## DONKEY KONG COUNTRY

### 101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point, you'll have finished 101% of the game.

### 50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

### Music Test

Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.

### Two Player Competition

Highlight "Erase Game" and enter the





code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

**Practice Bonus Rounds**  
Enter Down, Y, Down, Down, Y (DYDDY) during the game's intro.

## DOUBLE DRAGON V: THE SHADOW FALLS

*Stun Disable*

When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.

**Throw Disable**  
Press R, Right, L, L, Left, Left, R, R at the main menu screen.

## EARTHWORM JIM

### Cheat Codes

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A

Nick Jones Code: Y, A, B, B, A, Y, A, B  
Level Skip: A, B, X, A, A+X, B+X, B+X, X+A

Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left

Extra Life (one time only): B, B, A, X+Y, A, A, A

Extra Life (repeat whenever necessary): B+X, B, B, A, A, X, A

Energy Refill (once per level): A, B, X, Y, Y, X, B, A

Energy Refill (repeat whenever necessary): A+X, B, A, B, X+Y, B, A

Ammo Refill: A+X, B, A, B, X, X, X, X

Plasma Power-Up (one time only): A, A, B+L, A, A, X, B+L, X

Plasma Power-Up (repeat whenever necessary): A+X, B, A, A, X, B, L+R

Extra Continue (one time only): A, B, A, B, X, Y, X, Y

Extra Continue (repeat whenever necessary): Y+X, B, Y, B, X, B, X, X

Map View Mode: A, X, A, X, A, A, A, A

Warp to "What the Heck?": Y, X, Y, X, A, B, A, X

Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down

Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L

Warp to "Level 5": A+B, B+X, X+Y, Left, Left, Right, Left, Right

Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R

Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left

Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B

Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

## EARTHWORM JIM 2

### Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item. You can also activate "Map View" mode; when you turn this option on, you'll be able to move to any location in the stage you chose, invisibly flying through walls, floors and ceilings until you find the place where you'd like to begin. Once you've chosen a spot, press the A button to make Jim appear.

### Secret Move

To trigger the Manta shield, just press

Up+X. This move makes Jim invincible for a few seconds.

### Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

## EXTRA INNINGS

### Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the L and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

## F-1 ROC II RACE OF CHAMPIONS

### Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks.

### Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

### Sound Test

Press L, R, L, R, L, R, L, R, R on Controller 2. The number "100" will appear in the corner of the screen.

### Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a Break-out-style game that you can play with up to four players.

### Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

## F-ZERO

### Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class.

## FATAL FURY

### Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The Fatal Fury logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

## FIFA INTERNATIONAL SOCCER

### Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press B, A, then B eight times.

Invisible Walls: Hit Y three times, X, A three times, B.

Crazy Ball: Press X, A, B, Y, Y, B, A, X.

Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)

Super Goalie: Press A five times, then Y five times.

Super Offense: Press R five times, L, R.

Super Defense: Press L five times, R, L.

Dream Team: Press A twice, B twice, Y twice, X twice.

## FINAL FIGHT 2

### "Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter.

## FIREPOWER 2000

### Power Up

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bullet tokens to power up.

## GRADIUS III

### Extra Credits

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

### Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE".

### Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

### Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1.

### Demo Mode

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

### 30 Extra Ships

At the title screen, press and hold L and then press A, A, START.

### Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause.

## HAGANE

### Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

## HYPER ZONE

### Sound Test

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

## THE IGNITION FACTOR

### Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

### Secret Level

If you hold both the L and R buttons

on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

## JAMES BOND JR.

### Level Passwords

Level 3: 0007

Level 4: 3675

Level 5: 9025

Level 6: 1813

Level 7: 3353

## JUDGE DREDD

### Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: Left, Up, X, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press Y and A together; you'll get a message that says, "Level Select Activated". Next, press X and B together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the SELECT button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

## THE JUNGLE BOOK

### Level Select/Cheat Mode

At the Virgin logo, quickly press Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

## JURASSIC PARK II

### Infinite Continues

At the Mission Select screen, press L, L, L, R, R, L, L, L, R, R, L, L, L, R, R, L, L, R, R. Now you can continue the game indefinitely.

## KENDO RAGE

### Stage Select

Press START at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START. The "Special Presents" menu will appear, allowing you to choose your starting stage.

## KILLER INSTINCT

### Boss Code

At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold Right on the D-pad and quickly press QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH and FIERCE KICK. (In the default control configuration, that would be L, R, X, B, Y, A.) You'll hear the announcer say, "Eyedoll!" When the fight starts, you'll be playing as the boss.

### Speed Codes

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound





that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

**Slow Speed:** Hold **Left** + **R** + **A** + **B**  
**Fast Speed:** Hold **Right** + **L** + **X** + **Y**  
**Faster Speed:** Hold **Right** + **R** + **A** + **B**  
**Fastest Speed:** Hold **Left** + **L** + **X** + **Y**

## Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

## Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

**Up+L:** Ice Temple  
**Up+R:** Castle Roof  
**Up+X:** Ice Sculpture  
**Up+Y:** Skull Room  
**Up+A:** Desert Roof  
**Up+B:** City Roof  
**Down+L:** Canyon Bridge  
**Down+R:** City Street  
**Down+X:** Lava Pit  
**Down+Y:** Bloody Arena  
**Down+A:** Factory  
**Down+B:** Fireplace  
**Down+B** (on both controllers): Sky Arena

## KING OF DRAGONS

### Two-Player Same-Character Code

Press **Down**, **R**, **Up**, **L**, **Y**, **B**, **X**, **A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

### 99 Continues

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

## KIRBY'S DREAM COURSE

### Change Name

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L**, **R** and **A** simultaneously to get to the Name Entry screen.

## KRUSTY'S SUPER FUN HOUSE

### Cheat Password

Enter the password **JOSHUA** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

## THE LAWNMOWER MAN

### Super Cheat Mode

Press **START** to pause during a game, then press **B**, **R**, **A**, **SELECT**, **SELECT**, **Y**, **A**, **B**, **Y**, **A**, **B**. Next, press **START** to un-

pause. Tap the **L** or **R** button repeatedly to play in slow-motion.

### Stage Select

With the cheat code in place as described above, press **START** during the game and press **A**, **L**, **L** while paused. Next, press **START** to un-pause; you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

### Infinite lives

While the cheat mode is in effect, pause the game with the **START** button, then press **R**, **A**, **SELECT**, **Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

### Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

## LEMMINGS 2: THE TRIBES

### Sound Test

At the title screen, point to the knot-hole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

## THE LOST VIKINGS

### Level Passwords

Level 02: GR8T

Level 03: TLPT

Level 04: GRND

Level 05: LLM0

Level 06: FL0T

Level 07: TR55

Level 08: PRHS

Level 09: CVRN

Level 10: BBL5

Level 11: VLCN

Level 12: QCK5

Level 13: PHR0

Level 14: C1R0

Level 15: SPK5

Level 16: JMNN

Level 17: TTRS

Level 18: JLTY

Level 19: PLNG

Level 20: BTRY

Level 21: JNKR

Level 22: CBLT

Level 23: HOPP

Level 24: SMRT

Level 25: V8TR

Level 26: NFL8

Level 27: WKYY

Level 28: CMB0

Level 29: 8BLL

Level 30: TRDR

Level 31: FNTM

Level 32: WRLR

Level 33: TRPD

Level 34: TFF5

Level 35: FRGT

Level 36: 4RNN

Level 37: MSTR

## MADDEN 96

### Secret Teams

To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press **A**, **B**, **A**.

'80 Falcons—Highlight the Falcons, press **L**, **Y**, **B**, **R**, **A**.

'73 Bills—Highlight the Bills, press **A**, **L**, **A**, **Y**.

'85 Bears—Highlight the Bears, press **Y**, **A**, **B**, **A**.

'81 Bengals—Highlight the Bengals, press **R**, **A**, **L**, **Y**.

'65 Browns—Highlight the Browns, press **A**, **L**, **L**, **R**, **B**.

'78 Cowboys—Highlight the Cowboys, press **B**, **A**, **R**, **B**, **Y**.

'77 Broncos—Highlight the Broncos, press **B**, **R**, **A**, **Y**.

'62 Lions—Highlight the Lions, press **B**, **A**, **R**, **Y**.

'67 Packers—Highlight the Packers, press **B**, **A**, **Y**, **B**, **A**, **L**, **L**.

'80 Oilers—Highlight the Oilers, press **A**, **R**, **A**, **B**, **Y**, **A**.

'68 Colts—Highlight the Colts, press **B**, **A**, **L**, **B**, **A**, **L**, **L**.

'69 Chiefs—Highlight the Chiefs, press **B**, **L**, **L**, **Y**, **R**, **A**, **Y**.

'72 Dolphins—Highlight the Dolphins, press **L**, **R**, **B**, **B**, **B**.

'76 Vikings—Highlight the Vikings, press **B**, **R**, **A**, **L**, **L**.

'85 Patriots—Highlight the Patriots, press **R**, **A**, **Y**, **B**, **A**, **R**, **Y**.

'79 Saints—Highlight the Saints, press **Y**, **A**, **L**, **L**.

'86 Giants—Highlight the Giants, press **L**, **B**, **L**, **Y**, **R**, **A**, **Y**.

'68 Jets—Highlight the Jets, press **A**, **R**, **R**, **A**, **Y**.

'77 Raiders—Highlight the Raiders, press **B**, **Y**, **B**, **Y**, **L**, **A**.

'60 Eagles—Highlight the Eagles, press **A**, **L**, **L**, **Y**.

'78 Steelers—Highlight the Steelers, press **L**, **A**, **Y**, **B**, **R**.

'68 Rams—Highlight the Rams, press **B**, **A**, **R**, **L**, **Y**.

'81 Chargers—Highlight the Chargers, press **A**, **Y**, **R**, **B**, **A**, **L**, **L**.

'84 49ers—Highlight the 49ers, press **B**, **A**, **Y**, **A**, **R**, **Y**, **A**.

'78 Seahawks—Highlight the Seahawks, press **A**, **L**, **A**, **R**.

'79 Buccaneers—Highlight the Buccaneers, press **Y**, **A**, **R**, **R**.

'82 Redskins—Highlight the Redskins, press **L**, **Y**, **B**, **R**, **L**.

NFLPA Free Agents—Highlight the Panthers, press **L**, **Y**, **B**, **R**, **A**, **R**, **Y**.

Tiburón Gotcha—Highlight the Jaguars, press **A**, **Y**, **B**, **A**, **B**, **Y**.

EA Sports—Highlight the All-Madden team, press **B**, **A**, **L**, **SELECT**.

### 15-Second Quarters

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y**, **A**, **Y**, **A**, **R** on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

### Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A**, **Y**, **A**, **Y**, **L**.

### Reset Game Stats

To access a programmer's secret debugging screen, hold the **START**, **SELECT**, **L**, **R** and **A** buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing **Down**, **B**, **Y**, **L** and **R** simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

## MADDEN NFL '95

### Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L**, **R**, **L**, **R**, and **A** to play as the Jaguars, or press **L**, **R**, **L**, **R**, and **Y** to play as the Panthers.

## MAGIC SWORD

### Secret Menu

Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

## MECHWARRIOR 3050

### Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes

to start at different stages.

Mission 1—BMRRM

Mission 2—65C816

Mission 3—B1GBND

Mission 4—FSPRNG

Mission 5—YHWX11

### Unlimited Ammo

Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

### Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

### Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

## MEGA MAN VII

### Hidden Versus Mode

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is **↓↘→+Y** and his Leg Breaker is **↓↘+B**. Bass' Buster Kick is **→↓↘+Y** and his Sonic Crasher (while jumping) is **→↘+Y**. Both fighters can block by quickly pressing **Up** twice.

## MEGA MAN X 2

### Diagnostic Test

Hold the **B** Button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.

### Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violent and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.





## MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords  
Cells only: 3K5BGXDDR9X.  
Cells and Laboratory only:  
JGL8PKGHWTS.  
Cells and Factory only: TJQ33CDQZD.  
Cells, Laboratory, and Factory:  
25QZ21ZYRHB.  
Cells, Laboratory, and Factory with all  
captives rescued: TSMHGBW43D.

## MICKEY MANIA

**Stage Select**  
At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

## MIGHTY MORPHIN POWER RANGERS

Passwords  
3847—Level 2  
5113—Level 3  
3904—Level 4  
1970—Level 5  
8624—Level 6  
2596—Level 7  
0411—Two-Player Battle #1  
1007—Two-Player Battle #2  
1212—Two-Player Battle #3

## MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

**Boss Code**  
To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

## MLBPA BASEBALL

**Cheat Passwords**  
**PWRP**—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.  
**PWRHT**—activates "Power Hitting." All batters have maximum power on every swing.  
**ZZNG**—activates "Turbo Throwing." This doubles the throwing speed of fielders.  
**VRRRR**—activates "Hyper Running." The running speed of all players is doubled.  
**RBBR**—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.  
**BRRR**—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.  
**XXXX**—"Simulation Mode"; the computer is tougher to beat.  
**NNTH**—Start in the bottom of the ninth with the home team down 4-0.

## MORTAL KOMBAT II

**Endurance Mode**  
At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new setup screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.  
**Secret Introduction**  
Hold the L and R buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.  
**Note:** Each of the following special codes must be entered quickly at the character-select screen.

## Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press Down, Up, Right, Up, Left+SELECT at the character-select screen.  
30 Credits  
Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.  
**Extra Fatality Time**  
Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

**Go Directly to Shao Kahn**  
Quickly press Right, Up, Up, Right, Left+SELECT at the character-select screen.  
**Go Directly to Kintaro**  
Quickly press Up, Down, Down, Right, Right+SELECT at the character-select screen.

**Go Directly to Smoke**  
Quickly press Up, Left, Up, Up, Right+SELECT at the character-select screen.  
**Go Directly to Jade**  
Quickly press Up, Down, Down, Left, Right+SELECT at the character-select screen.

**Go Directly to Noob Saibot**  
Quickly press Left, Up, Down, Down, Right+SELECT at the character-select screen.  
**Disable Throws**  
Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

## MORTAL KOMBAT 3

**Play as Smoke**  
At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power" appear, release the buttons and hold X and Y. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.  
**Tournament Mode**  
At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.

**Sound Test**  
At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

**"Kool Stuff" Menu**  
At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

**"Kooler Stuff" Menu**  
At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games).  
**"Scott's Stuff" Menu**  
At the main menu, press X, B, A, Y, Up,

Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

## NBA GIVE 'N GO

**Super Difficulty Level**  
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

## NBA JAM

**Special Guest Players**  
To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight T, hold START and R and press A.  
Sal DiVita: Enter SA, highlight L, hold L and R and press X.  
Jamie Rivett: Enter RJ, highlight R, hold START and R and press X.  
Bill Clinton: Enter AR, highlight K, hold START and L and press X.  
Al Gore: Enter NE, highlight T, hold L and R and press A.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold L and R and press X.  
Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold L and R and press X.  
Tom "Scruft" Rademacher: Enter RO, highlight D, hold START and R and press X.  
Eric "Kabuki" Kuby: Enter QB, highlight " " (the space character), hold START and L and press X.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold START and L and press X.  
Warren Moon: Enter UW, highlight " " (the space character), hold START and R and press A.  
George "P-Funk" Clinton: Enter DI, highlight S, hold START and L and press A.

**Secret Power-Ups**  
The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A, then press and hold B and X until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

## NBA JAM TOURNAMENT EDITION

**Secret Character Initial Codes**  
Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.  
Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.  
Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.  
Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight " " (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.  
Jazzy Jeff: Highlight "J", hold START and press Y; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press Y; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press Y; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press Y.

Mike D: Highlight "M", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y.  
AdRock: Highlight "A", press A; highlight "D", hold START and press Y; highlight "L", hold START and press B.  
MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turmell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press Y.  
Sal DiVita: Highlight "S", hold START and press A; highlight "A", hold START and press Y; highlight "L", press A.  
Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight " " (the space character), hold START and press B.

Tony Gossie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press Y; highlight "M", hold START and press Y; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight " " (the space character), hold START and press Y.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press Y; highlight "F", hold START and press B.

Falcus: Highlight "J", hold START and press A; highlight "F", press A; highlight " " (the space character), hold START and press Y.

Muskett: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press Y.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.  
Chow Chow: Highlight "A", press A; highlight "M", hold START and press





A; highlight "X", hold **START** and press Y.

Weasel: Highlight "R", hold **START** and press B; highlight "A", hold **START** and press A; highlight "Y", hold **START** and press Y.

Brutah: Highlight "L", hold **START** and press A; highlight "G", hold **START** and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold **START** and press B; highlight "N", hold **START** and press A. Facime: Highlight "X", hold **START** and press B; highlight "Y", hold **START** and press B; highlight "Z", hold **START** and press A.

Blaze: Highlight "B", hold **START** and press Y; highlight "L", press A; highlight "Z", hold **START** and press Y.

Kid Silk: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "K", hold **START** and press Y. Scooter Pie: Highlight "H", hold **START** and press A; highlight "T", press A; highlight "P", hold **START** and press Y.

Moosekat: Highlight "M", hold **START** and press B; highlight "P", hold **START** and press Y; highlight "F", press A.

Air Dog: Highlight "A", hold **START** and press Y; highlight "I", press A; highlight "R", hold **START** and press B.

#### Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A

Push One Opponent and Only Team-mate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

#### NFL QUARTERBACK CLUB

##### Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: Up, Down, X, Y, Left, Up, B, A, Down, Y.

All-Pro teams: B, Up, Left, A, X, Right, Up, B.

Acclaim/Iguana teams: Y, A, X, Y, Down, B, Left, Y, Up, Right.

#### THE NINJA WARRIORS

##### Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

#### Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press **START**.

#### OGRE BATTLE

##### Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter **FIRESEAL** as your name. You must answer seven questions before beginning the game.

#### ON THE BALL

##### Passwords

Switch Balls: GFXJF  
Change Gravity: ZLJPJ  
Sound Test: RRRRR  
Best Time: ZNGGX

#### OUT OF THIS WORLD

##### Passwords

Section 1: LDKD  
Section 2: HTDC  
Section 3: CLLD  
Section 4: LBKG  
Section 5: XDDJ  
Section 6: FXLC  
Section 7: KRKF  
Section 8: KLFB  
Section 9: DDRX  
Section 10: HRTB  
Section 11: BRTD  
Section 12: TFBB  
Section 13: TXHF  
Section 14: CKJL  
Section 15: LFCK

#### PAC-IN-TIME

##### Stage Select

Enter the password **LVDYK** and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold **Left** on the D-pad and hold the L and R buttons; while holding those buttons, press **START** to get the stage-select menu. Use L, R, X and Y to change the stage number.

#### PAC-MAN 2: THE NEW ADVENTURES

##### Play the Original Pac-Man

Enter the password **PCMDNPW**.

##### Play Ms. Pac-Man

Enter the password **MSPCMND**.

##### Play the Mine Cart Levels

Enter the password **FFTD82W**.

##### Sound Test

Enter **BGMRQST**.

##### Time Trial

Enter **TRLMDPW**.

##### Pattern Test

Enter **PCMNPTT**.

#### THE PEACE KEEPERS

Start Story Mode with All Six Characters

At the title screen, highlight "1P Game" or "2P Game," hold L, R and A and press **START**. You'll find Norton and Orbot at the "Select Player" menu.

##### Two-Player Same-Character Code

At the title screen, highlight "2P Game." Hold L, R and **Down** on the D-pad on both controllers, then press **START** on Controller 1. Now both players can choose the same fighter.

##### Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press **↓↘→+X** very quickly.

##### Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character.

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stalag 17" stage.

If you play as Prokop up to the Ozy-

mandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending.

#### PILOTWINGS

##### Passwords

Level 2: 985206  
Level 3: 394391  
Level 4: 520771  
Level 5 (Heli): 108048  
Level 6: 400718  
Level 7: 773224  
Level 8: 165411  
Level 9: 760357

##### More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the **A** button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

#### PINK PANTHER IN PINK GOES TO HOLLYWOOD

##### Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press **B** on **Controller 2** while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

##### Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

##### Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

##### Stage Skip

To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level.

#### PITFALL: THE MAYAN ADVENTURE

##### Direct to 2600 Pitfall!

At the title screen press **SELECT**, A, A, A, A, A, **SELECT** and **START**.

#### POCKY & ROCKY

##### Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, B, A, B, A, B, A, B. Next, press **START** for the stage select menu.

#### POWER INSTINCT

##### Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press **START**.

#### PRIMAL RAGE

##### Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the

screen—press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right**. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

#### PRINCE OF PERSIA

##### Passwords

Level 1—BRNGBB9  
Level 2—MRGSL2X  
Level 3—B6+TWNN  
Level 4—923NRDX  
Level 5—LQHWTVR  
Level 6—CGKDBZ2  
Level 7—TH4Q++B  
Level 8—VXPNBY2  
Level 9—QLLIWHR  
Level 10—HWB93WX  
Level 11—7F39R1B  
Level 12—H9TZD8N  
Level 13—7TXF+9V  
Level 14—H+KX3L7  
Level 15—GZ9MRJZ  
Level 16—84CPBC6  
Level 17—QQLN2PV  
Level 18—4Q7TMHJ  
Level 19—QHJQIQ7  
Level 20—H8J12+Y

#### RADICAL REX

##### Stage Select

Go to the Title Screen. On **Controller 2** enter the code **Right, A, Down, Right, Y, X**.

#### RISE OF THE ROBOTS

##### Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: **Down, Down, Down, Down + any button**

Reverse Opponent's Controls: **Forward, Forward, Forward, Forward + any button**

Take No Damage: **Back, Back, Back, Back + any button**

Invisibility: **Up, Up, Up, Up + any button**

##### Boss Code

At the 1 Player/2 Player/Options menu, press **Up, Right, Down, Left, B**. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: **Down, Back, Up**

Mantis Kick: **Down, Toward, Up**

##### Invincibility

At the 1 Player/2 Player/Options menu, press **Down, B, Up, B, Down, Left, Right, B**. You'll be invincible in the one-player Trainer or Mission modes.

##### Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press **Left, B, Right, B, Down, Left, Right, B**. You'll see all of the FMV scenes, one after another.

#### ROAD RUNNER'S DEATH VALLEY RALLY

##### 75 Lives Code

At the title screen, hold **Left, SELECT, Y, R** and **START**. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

#### ROCKY RODENT

##### Change Options

On the title screen, press **START**. As Rocky begins running across the screen press Y, A, R, A, B, then A. Use the D-pad to change the different elements





of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

## SAMURAI SHODOWN

### Play as Amakusa

At the Takara logo, press **A**, **Y**, **X**, **B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **start** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

## SEAQUEST DSV

### Practice Passwords

These passwords will let you practice any mission and use 99 of the minisubs. Note: The "\*" represents the SeaQuest symbol.

Sector 0: PLVT0NM

Sector 0: R3SCV3

Sector 1: SP3D3R

Sector 1: FIZTNKR

Sector 1: R34CTOR

Sector 1: 53CVRTY

Sector 2: D4R\*WIN

Sector 2: TOXIC4V

Sector 2: PRISONR

Sector 2: DRVGL4B

Sector 2: B4TL5HP

Sector 2: SH13LD\*

## SECRET OF MANA

### Reset

To reset the game without getting up to press the **RESET** button on the Super NES, hold **L**, **R** and **SELECT**, then press **START**.

## SHAQ FU

### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaoi, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

### Secret Background

At the Options screen, quickly press **Up**, **Right**, **B**, **Down**, **Left**, **B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

### Blood Code

At the Options screen, quickly press **Y**, **X**, **B**, **A**, **L**, **R**. The screen will flash red; now there's blood in the game.

## SHIEN'S REVENGE

### 30 Continues

At the title screen, press **SELECT** seven times on Controller 2.

### Special Game

To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

### Seven Special Weapons

Press **START** seven times on Controller 2 when the title screen appears.

### Super Easy Mode

At the title screen, press the **L** button seven times on Controller 2.

### Super Hard Mode

At the title screen, press the **R** button seven times on Controller 2.

## SIMANT

### Drop Kitty

In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence.

## SIMEARTH

### Scenario Select

At the main menu, highlight "Scenario", hold **L**, **R** and **Y**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin.

## SKÜLAGGER

### Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the **L** button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**. To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press the **Y** button.

## SPIDER-MAN

### Level Select

After Spidey swings in and lands on the building on the title screen, press **Y**, **A**, **X**, **B**, **A**, **Right**, **Left**.

## STAR FOX

### Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

### CONTROLLER ONE:

**Left and Right**—Rotate object horizontally

**Up and Down**—Rotate object vertically

**L button**—Zoom in

**R button**—Zoom out

**X button**—Stop rotation

**A button**—Hold button down to "draw" with object; release button to clear screen

### CONTROLLER TWO:

**Up**, **Down**, **Left**, **Right**, **SELECT**, **START**, **Y** or **B**—Change to a different object

### Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second

stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

## STAR TREK: STARFLEET ACADEMY

### Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L**, **R**, **SELECT** and enter the code **A**, **Y**, **B**, **Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

### Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** and enter the code **X**, **Y**, **X**, **Y** to select the name of one of the game's playtesters.

### Choose Star Trek Series Names

After you have entered the **X**, **Y**, **X**, **Y** code at the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** again and punch in **A**, **B**, **A**, **B**. Now you can play as James T. Kirk or any of the rest of them.

### Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X**, **Y**, **X**, **Y** and **A**, **B**, **A**, **B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

### Passcodes

#### Freshman Year

Mission 101: XXXRXXRYXRYL

Mission 102: XXXRAXALXRYR

Mission 103: XXXRLYYAXRYX

Mission 104: XXXRYAXXRYL

Mission 105: XXXRBAXLXRYA

#### Sophomore Year

Mission 201: XXXRRXYRYBYB

Mission 202: XXXLXXABXYA

Mission 203: XXXLXYAXYYA

Mission 204: XXXLLYAXXYX

Mission 205: XXXLYAXLYYA

#### Junior Year

Mission 301: XXXLBXYRYLXX

Mission 302: XXXLRXYRYLXR

Mission 303: XXXBXXALYLBX

Mission 304: XXXBAYAYLXA

Mission 305: XXXBLYAXYLYX

#### Senior Year

Mission 401: XXXBYXYRYBYL

Mission 402: XXXBXXABXYA

Mission 403: XXXBXYAYBYX

Mission 404: XXXAXYAYBYA

Mission 405: XXXAAYAYBYB

#### Final Exam

Mission 000: XXXALAXRYBY

## STREET COMBAT

### 50 Extra Credits

At the Option screen, highlight the "Credit" option and press **SELECT** 10 times.

## STREET FIGHTER II

### Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press **Down**, **R**, **Up**, **L**, **Y**, **B**. You'll hear a sound to confirm the code; now both

players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

### Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press **START** on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press **START** on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

### Configuration Screen

If you're in the middle of a game and you want to change the controller button configuration, just hold the **SELECT** button while the world map is on the screen before your next match.

### Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

## STREET FIGHTER II TURBO

### Disable Special Moves—Player One

Press **Down**, **R**, **Up**, **L**, **Y**, **B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

### Extra Turbo Speed

Press **Down**, **R**, **Up**, **L**, **Y**, **B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode. Disable Special Moves—Two Players Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down**, **R**, **Up**, **L**, **Y**, **B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

## STREET RACER

### Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press **X**, **Y**, **X**, **Y**, **X**, **Y**, then hold the **X** button. Continue holding **X** and use the D-pad to change your driver's abilities.

## SUPER BATTLETANK:

### WAR IN THE GULF

#### Pause Cheat

Fire your machine gun at any target and press the **START** button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

## SUPER BOMBERMAN

### Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to microscopic size.





## SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111  
Stage 2: 5462  
Stage 3: 6763  
Stage 4: 8784  
Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

## SUPER BUSTER BROS.

Level Select

Press **START** at the title screen; then, when the "Select Game" screen appears, press **L, R, R, L, Up, Down**. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START**.

## SUPER CONFLICT

Mission Select

At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unit area. Press **L** and **B** to light the new area.

## SUPER GHOULS 'N GHOSTS

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

## SUPER MARIO KART

Character Shrink

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L, R, L, R, L, L, R, R**. Then press **A**, and the words

"SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

Extra Credits

To earn extra credits, finish three races in the exact same position.

Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press **A** to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press **L** or **R** to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

## SUPER MARIO WORLD

Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.

Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

## SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

## SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

## SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

## SUPER R-TYPE

Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press **R + A + SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

Power-Up Code

At the title screen, press **Down, R, Right, Down, Right, Right, Down, Right, Down, Down**. Start the game, press **START** to pause and press **R, Right, Down, Y, Down, Right, Down,**

**Left, Right, Down, Right, Right**. Select Power-Ups by pressing **A** for Sky Attack Laser, **B** for Ground Attack Laser, **X** for Reflect Laser, **Y** for Spread Laser or **R** for Shot Gun Bomb. Next press either **A** for Homing Missile or **X** for Spread Bomb.

## SUPER SLAP SHOT

Change Team Skills

Enter the password ".BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

Inverted Players

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

## SUPER SMASH T.V.

Sound Test

On the one/two player select screen, press **Left, Right, Left, Left, Right**. To call up the sound test screen. Press the **START** button to exit.

Up to Seven Lives and Seven Continues

On the one/two player select screen, press **Down, Left, Right, Up**. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

## SUPER STAR WARS

Sound Test + Screen Codes

During the game, press and hold **Y, X, B, A** simultaneously; while holding these, press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under **SOUND TEST** have changed. Repeat this trick several times until you've revealed the following two codes: **X, B, B, A, Y** for five continues and **Y, Y, X, X, A, B, X, A** for the light saber. Enter these codes at the title screen as described under "Debug Menu" below.

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A, B, X, Y, SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's **X** and **Y** coordinates displayed on the screen at all times. You'll also be nearly invincible, with the abil-

ity to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

## SUPER STAR WARS: THE EMPIRE STRIKES BACK

Change Intro

When the Menu Screen first appears, press **Y** four times. If you hear Darth Vader say, "Impressive" press **START**. Wait for the *Star Wars* logo to fade, then use the **D-pad** and **L** and **R** buttons to rotate or scroll the introduction. You can also move the *Star Destroyer* around the screen.

Sound Test

When you're on any of the side-scrolling stages, press and hold, in order, **A, B, X**, and **Y**.

## SUPER STAR WARS: RETURN OF THE JEDI

Extra Continues

At the title screen, quickly press **A, B, A, Y, A** and **X** to receive four extra continues.

Warp to Ending

Quickly press **A, B, A, B, A, B, A, B** at the title screen to go directly to the end credits.

"Easy" Level Passwords

Tatooine: RLQJMM  
Jabba's Hall: ZJLMRJ  
Jabba's Palace: LZLJLF  
Rancor Pit: VTYMXZ  
Sail Barge: QZNFPF  
Inside Barge: VKCDFD  
Speeder Bike: ZCTKFC  
Ewok Village 1: QYXYHB  
Ewok Village 2: LFWLTQ  
Endor: DQDQKH  
Millennium Falcon: CPMRZY  
Power Generator: CDWLTY  
Inside Death Star: BPFZQ  
Millennium Falcon: RMNVLC  
Tower: RVKFKG  
Tower Entrance (Vader): VQXDQJ  
Emperor's Chamber: HLQMVJ  
Millennium Falcon 1: VQJGWF  
Millennium Falcon 2: ZVSTXZ

"Brave" Level Passwords

Tatooine: BGFSMH  
Jabba's Hall: JVLPH  
Jabba's Palace: VDLBGG  
Rancor Pit: MKYXVN  
Sail Barge: LBRHFR  
Inside Barge: GPTDZC  
Speeder Bike: DDDQYZ  
Ewok Village 1: TLVHFT  
Ewok Village 2: NVBJHH  
Endor: GRMJYX  
Millennium Falcon: ZKQHOD  
Power Generator: WCBMKS  
Inside Death Star: KXVZZD  
Millennium Falcon: BWGPHZ  
Tower: MKZYDP  
Tower Entrance (Vader): KHWKCB  
Emperor's Chamber: WDSMNN  
Millennium Falcon 1: QWYXGN  
Millennium Falcon 2: BGSWLD  
"Jedi" Level Passwords  
Tatooine: RRSBTS  
Jabba's Hall: YQYHJN  
Jabba's Palace: ZPNKZ  
Rancor Pit: BZGBJX  
Sail Barge: MSDZZR  
Inside Barge: XXVPBG  
Speeder Bike: CQQBKP  
Ewok Village 1: XNHPSP  
Ewok Village 2: QJMLXP  
Endor: MFVHQH  
Millennium Falcon: VCYNNP  
Power Generator: BPSDVS  
Inside Death Star: DSYFGD  
Millennium Falcon: NJHPHL  
Tower: BZCBBC  
Tower Entrance (Vader): VGKSNJ  
Emperor's Chamber: PPNZY  
Millennium Falcon 1: CQKMX  
Millennium Falcon 2: TQXLT

## SUPER STRIKE EAGLE

Mission Passwords

Libya Day: 066F87FH





Libya Night: 062H869D  
Gulf War Day: CGG44724  
Gulf War Night: 90B68G8C  
Korea Day: 057F4902  
Korea Night: HF3H09H8  
Bonus Secret Mission

Enter the password G6CH4228 to find a difficult hidden mission You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

## SUPER TENNIS

Don J Password  
K8XD3HR—FTLWJPC  
2GNYBQ1—4065C6P  
DJSTK8X—D3HRFTL  
WJPPDLW—1RK  
Don J is located on a secret island you can't see on the world map.  
Exhibition Tournament Password  
PC2GNYB—Q140065C  
TLWJPC2—GNYBQ14  
6PDJSTK—8XD3HRF  
065QJNM—FTW  
Change the Music  
On the Select Player screen, press Left five times, X, Right seven times and X.

## T2: THE ARCADE GAME

Stage Skip  
At the title screen, press Left, Up, Right, Up, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold L, unpause.

## TAZ-MANIA

Ten Continues  
Press B, A, Y, A, X, A at the "OPTIONS" menu.  
20 Continues  
Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A at the "OPTIONS" menu.  
Stage Select  
Press A, Y, A, Y, X, Y, B, A, R, L at the "OPTIONS" menu.

## TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use Ultimate Attack in Story Battle Mode  
At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.  
10 Credits  
Use Controller 2 at the title screen and tap in B, B, B, A, A, X, X, X, X, X, X. Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made.  
Boss Code  
Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted.)  
Hyper Speed Mode  
Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

## THUNDER SPIRITS

Extra Continues  
You can gain up to 99 continues if you press the B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laserlike sound each time an additional credit is registered. Repeat as often as you like each time the demo returns to the title screen—the credits will continue to add up—but don't go over 99 credits or the counter will reset and you'll have to

start the process over.

## THE TICK

Stage Select  
At the Option screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press START. Begin a new game, pause game, then press SELECT to bring up the Stage Select.

## TINY TOON ADVENTURES: BUSTER BUSTS LOOSE!

Passwords  
Level 2: Little Beeper, Montana Max, Elmyra  
Level 3: Gogo, Shirley the Loon, Sweetie  
Level 4: Bookworm, Plucky, Babs  
Level 5: Montana Max, Babs, Sweetie  
Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm  
Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

## TOM AND JERRY

99 Lives  
Press START during the game to pause, then press L, Y, B, B, A, X, Y, Y, B, R. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.  
Stage Skip  
Press START to pause the game, then press L, X, A, Y, Y, B, R. You'll be warped instantly to the end of the current stage.

## TOTAL CARNAGE

Hidden Voices  
Enter your name as YAWDIM at the High Score screen, then press Right to find a secret screen. Press any button to hear the secret voices.

## TOY STORY

Invincibility + Stage Skip  
In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold Down on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit START during the game, then press the SELECT button while the game is paused. You'll be warped instantly to the end of the current stage.

## TRUE LIES

Cheat Codes  
Each of the following cheats works at the password screen; just enter the password, highlight END and press any button; the word "Authorized" should appear if you've entered the code correctly.  
BGLVS—Infinite lives  
BGGRLY—Infinite Energy  
BGWPN—Infinite Weapons  
MNCHT—Stage Select

## TUFF E NUFF

Boss Code  
Choose "START" from the title screen. At the scenario-select screen, press Left three times, Right three times, Left seven times. "Vs. CPU" should be the highlighted option. Press START and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access. To play as boss characters in the two-player mode, enter the code as de-

scribed, then push the RESET button on your SNES. Return to the scenario-select screen and press Right three times, Left three times, Right seven times. "1P vs. 2P" should be the highlighted option. Press START to get "boss" menus for both characters.

## VORTEX

Cheat Passwords  
Infinite Ammo—WSVTQ  
Invincibility—HVZSM  
Infinite lives—JTTSJ  
Level switch—CTGXF  
To use Level Switch, start a regular game. Instead of going to the first stage, press Up or Down on the D-pad to change your starting level.

## WING COMMANDER

Cheat Code  
At the title screen, press B, A, B, Y, B, Y, L, A, R, A and START. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

## WOLFENSTEIN 3-D

Level Select  
While holding the R button on top of the controller, turn on the SNES (or reset the console). Continue to hold R until B.J. appears on the screen with the mini-gun, then immediately press Up and SELECT simultaneously. The level select screen should then appear.  
Extra Weapons, Ammo, and Keys  
Press R, Up, B, A quickly at the Map Screen. Use this as many times as you want to resupply.

## God Mode

Press B, Up, B, A quickly at the Map Screen to become invincible.  
Full Level Map  
Press A, A, Up, B quickly at the Map Screen. Hit START to exit the Map Screen, then press START again see the whole level, including secret rooms.  
Level Skip  
Press Up, B, R, B quickly at the Map Screen; you'll be sent to the end of the current stage.

## WWF RAW

Change abilities  
At the Character Select screen, highlight any one of the wrestlers. Press the SELECT button, then enter the wrestler's code as shown below; you'll be able to change that wrestler's stats.  
123 Kid: Press Up/Left, A and START simultaneously  
Bam Bam Bigelow: Press A, Y and START simultaneously  
Diesel: Press Down, A, Y and START simultaneously  
Doink: Press Left, A, Y, and START simultaneously  
Bret Hart: Press Down/Left and START simultaneously  
Owen Hart: Press Up, A, Y and START simultaneously  
Lex Luger: Press Down/Right and START simultaneously  
Shawn Michaels: Press Down/Left, A and Y simultaneously  
Razor Ramon: Press Left, A and Y simultaneously  
Undertaker: Press Right, Y and START simultaneously  
Luna Vachon: Press Up/Right and A simultaneously  
Yokozuna: Press Up, A and Y simultaneously

## WWF ROYAL RUMBLE

Super Punch  
At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the B button and press Y as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game

and you'll find that your wrestler has been equipped with a Super Punch that reduces your opponent's health meter by half.

## Character vs. Same Character

At the character-select screen, tap the L button (on top of the controller) to make the WWF logo in the background stop moving. Next, press and hold the R button, then press and hold the L button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the SELECT button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

## X-KALIBER 2097

Level Select  
At the title screen—the one with the 1 Player/2 Player game select—press Right, Right, Left, Left, Up, Down, Left, Down, Down, Down. Next, press the A button to get a Round Select menu.  
Invincibility  
Also at the X-Kaliber 2097 title screen, try punching in the code Left, Left, Right, Right, Down, Up, Right, Up, Up, Up. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

## YOJI BEAR

Stage Select  
At the title screen, press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down.

## YOSHI'S COOKIE

Stage Select  
On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold Up and press SELECT. "Round 11" should appear; press SELECT to advance stages.  
Tougher Opponents  
Enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press START.  
Bonus Rounds  
At the title screen, select the Action Mode and press START. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, Press L, R, SELECT and START simultaneously.

## YOSHI'S SAFARI

Special Mode  
At the title screen, hold the X, Y, L and R buttons and press START to enter the game's "Special Mode," an all-new adventure that's different from the main game.

## YS III: WANDERERS FROM YS

Invincibility  
First begin and save a game. Then, press RESET and wait until the American Sammy logo is completely on the screen. Then press Up, Down, Up, Down, SELECT, START on Controller 2 before the logo disappears. Select Continue, and then press SELECT to bring up a subscreen. Now, press START on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.  
Sound Test  
During play press SELECT to bring up a subscreen. Now, press START on Controller 2.

## ZOMBIES ATE MY NEIGHBORS

Bonus Level Password  
Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.



## THE ADVENTURES OF BATMAN &amp; ROBIN

## Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

## AERO THE ACRO-BAT

## Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

## Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

## ALADDIN

## Stage Skip

During the game, press **START** to pause, then press **A, B, A, B, A, B, A** to warp to the end of the current stage.

## Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

## ALIEN 3

## Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

## ALISIA DRAGOON

## Cheat Mode

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

## Stage Skip: Press C.

Warp to Stage 1: Press **C**, then press and hold **C**.

Warp to Stage 2: Press **C**, then press and hold **B**.

Warp to Stage 3: Press **C**, then press and hold **B** and **C**.

Warp to Stage 4: Press **C**, then press and hold **A**.

Warp to Stage 5: Press **C**, then press and hold **A** and **C**.

Warp to Stage 6: Press **C**, then press and hold **A** and **B**.

Warp to Stage 7: Press **C**, then press and hold **A, B** and **C**.

Warp to Stage 8: Press **C**, then press and hold **START**.

Refill Damage Meter: Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.

Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

## ARCUS ODYSSEY

## Act 8 Passwords for All Characters

Jedda Chef: KJCBNHNYXR

Bead Shira: KR0DE2IXZ5

Diane Firey: IJXBUZJOOHB

Erin Gashuna: HJKBQYIZPK

## BARKLEY SHUT UP AND JAM!

## Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** + **D-Pad** in the direction of the hoop.

## Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then

**C** + **D-Pad** in the direction of the hoop) from the opposite end of the court.

## All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

## Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

## Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

## Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

## BATMAN

## Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

## BATMAN: RETURN OF THE JOKER

## Passwords

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFHG

Level 6-2: CKQG

Level 7-1: GPZT

## BATTLETOADS/DOUBLE DRAGON

## Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

## BEYOND OASIS

## Special Moves

Grand Spin: Hold **B**, rotate the **D-pad** clockwise and release **B**.

Flip Slash: Hold **B**, press **Forward, Back, Forward** and release **B**.

Flash Stab: **Forward, Forward, Forward, B**

## BOOGERMAN

## Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Pus Creature

LEVEL 2: The Pits

Pus Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Pus Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

## LEVEL 4B: Nasal Caverns

Nose Goblin, Pus Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Pus Creature, Boogerman, Ghost, Pus Creature

FINAL BOSS: Boogerman

Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

## RUBSY II

## Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

## BURNING FORCE

## Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A**, then **START**.

## CASTLEVANIA: BLOODLINES

## Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

## CENTURION: DEFENDER OF ROME

## Password

Use the following password to start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES.

## CHUCK ROCK II

## Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

## COLUMNS

## Magic Jewel

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

## COMIX ZONE

## Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11

Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

## Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:

14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:

1—Episode 1, Part 1

2—Episode 1, Part 2

3—Episode 2, Part 1

4—Episode 2, Part 2

5—Episode 3, Part 1

6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.

## Secret Fast

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the **D-pad**. It seems easier to do this if there are no enemies on the screen.

## CRUE BALL

## Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together.

## CYBERBALL

## Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX

3rd week: UVBB BXB8 LFOX

4th week: UXBB BFVI LFCS

5th week: UBBB BXIS OF8I

6th week: ULBB B5PS OF98

7th week: UKBB B5PS OFMI

8th week: UMBB B5PS OFAX

9th week: UBBB B5PS OF8I

10th week: UBBB B5PS OFNX

11th week: UCBB B5PS OFLI

12th week: UBBB B5PS OFSX

13th week: U4BB B5PS OFRI

14th week: UBBB B5PS OFHX

15th week: UTBB B5PS OFFI

16th week: UBBB B5PS OFB1

17th week: UZBB B5PS OFDI: Playoff series

18th week: UBBB B5PS OFII: Playoff series

19th week: UBBB B5PS OFIX: Playoff series

Ending: UJBB B5PS OF41

Password for the Chicago Killers

Ending: CGBB B8FB BB2V

## CYBORG JUSTICE

## Secret Option Screen

Press **START** to pause the game, then very quickly press **C, B, B, C, C, A, C, B**.

## DAVID ROBINSON'S SUPREME COURT

## Super-Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

## DINOLAND

## Mega-Bonuses

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multi-balls if you can.

## DOOM (32X)

## God Mode

You'll need a six-button controller. Pause the game and press **Up, Z, X** and the **MODE** button all at the same time. When you get back into the game, your character's eyes will turn yellow and you'll be invincible.

## All Weapons &amp; Ammo

Pause the game. Press **Up, A, C** and **MODE**.

## DRAGON'S FURY

## Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.

## Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.

Start With 99 Balls and 13 Million Points

Enter the password "UFELFO78TL".



## DUNE: THE BATTLE FOR ARRAKIS

## Atreides Passwords

- 2) Diplomatic
- 3) SpiceDance
- 4) EternalSun
- 5) DeftHunter
- 6) FairMentat
- 7) ASHLIKENNY
- 8) SonicBlast
- 9) DuneRunner

## Harkonnen Passwords

- 2) Demolition
  - 3) SpiceSatyr
  - 4) BurningSun
  - 5) DarkHunter
  - 6) WilyMentat
  - 7) IYSJOEBWAN
  - 8) Devastator
  - 9) DeathRuler
- Ordos Passwords
- 2) Domination
  - 3) SpiceSaber
  - 4) ArrakisSun
  - 5) ColdHunter
  - 6) WilyMentat
  - 7) SlyMelanie
  - 8) StealthWar
  - 9) PowerCrush

## DYNAMITE DUKE

## Secret Cheat Menu

At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the **START** button to enter the cheat screen.

## EARTHWORM JIM

## Weapon Power-Up (once per level)

Pause the game and press **A, B, B, C, A, C, C**.

## Energy Refill (once per level)

Pause the game and press **A, C, C, A, B, B, A, C**.

## Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**.

## David Perry's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

## Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

## Extra Continue

Pause the game and press **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater! Unpause the game for an extra end-of-game continue. You can only do this once.

## Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

## EARTHWORM JIM 2

## Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item. You can also activate "Map View" mode; when you turn this option on, you'll be able to move to any location in the stage you chose, invisibly flying through walls, floors and ceilings until you find the place where you'd like to begin. Once you've chosen a spot, press the **A** button to make Jim appear.

## Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

## Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a secret bonus level called "Forked."

## 1-Up Code

Pause the game and press **A, B, C, C, A, A, B**.

## Refill Ammo

Pause the game and press **C, B, B, A, C, B, A, A**.

## 3-Shot Gun

Pause the game and press **C, C, C, C, A, A, A, C**.

## Teleport Bomb in "The Flyin' King" Level

Pause the game and press **C, A, B, C, A, B, Up, Down**.

## Extra Continue (Once Only)

Pause the game and press **A, A, C, C, B, A, Left, Left**.

## Warp to "The Flyin' King"

Pause the game and press **C, B, C, Left, Right, Left, A, B**.

## Warp to "Lorenzen's Sail"

Pause the game and press **A, A, C, C, B, B, A, A**.

## ECCO THE DOLPHIN

## Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

## Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

## EL VIENTO

## All the Magics

Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.

## Slow-Motion

Press **START** to pause the game, then press **Up, Left, Right, Down, A**.

## Stage Skip

Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.

## "Color Bar" Test Pattern

Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

## ESPN NATIONAL HOCKEY NIGHT

## Extra Teams

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

## Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

## Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

## Octopong

**A, C, B, Up, Right, Up** adds some variation to the simple Pong code, by turning the Octopus into a puck.

## EVANDER HOLYFIELD'S REAL DEAL

## BOXING

## Green Boxer Password

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

## Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

## Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the fight.

## EX-MUTANTS

## Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

## F-15 STRIKE EAGLE II

## Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**.

Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

## F-22 INTERCEPTOR

## United States Passwords

- Mission 01: OHG021
- Mission 02: OPG06D
- Mission 03: OTG0E0
- Mission 04: 11G0I2
- Mission 05: 15G0MA
- Mission 06: 19G0UM
- Mission 07: 1DG163
- Mission 08: 1LG1EQ
- Mission 09: 1PG1M6
- Mission 10: 1TG1UI
- Mission 11: 21G26I
- Mission 12: 2TG32I
- Mission 13: 31G3UJ
- Mission 14: 35G4A4
- Mission 15: 39G56U
- Mission 16: 3TG5IC
- Mission 17: 41G62G
- Mission 18: 45G6MJ
- Mission 19: 4TG7A7
- Mission 20: 51G7QL
- Mission 21: 59G8EI
- Mission 22: 61G9EM
- Mission 23: 65G9QA
- Mission 24: 69G9QA
- Mission 25: 6HG9UJ
- Mission 26: 6LGAJJ

## Iraq Passwords

- Mission 01: C6G022
- Mission 02: CEG06L
- Mission 03: CIG0A4
- Mission 04: CM60EC
- Mission 05: CUG01O
- Mission 06: D2G0U2
- Mission 07: D601EV
- Mission 08: DAO1QM
- Mission 09: DQG2EJ
- Mission 10: E2G3AI
- Mission 11: E6G428
- Mission 12: EAG5E7
- Mission 13: EEG5UR
- Mission 14: EIG6QS
- Mission 15: EUG7MS
- Mission 16: F2G7UB
- Mission 17: F6G8AS
- Mission 18: FAG8UR
- Mission 19: FEGAIS
- Mission 20: FIK8B1
- Mission 21: FQG8UL
- Mission 22: FUGCEA
- Mission 23: G2GDQL
- Mission 24: G6UF6E
- Mission 25: GIUFU0
- Mission 26: GMU0AH

## Korea Passwords

- Mission 01: 7E002E
- Mission 02: 7M006Q
- Mission 03: 7Q01AA
- Mission 04: 8201QS
- Mission 05: 8601U4
- Mission 06: 8A022D
- Mission 07: 8I02ER
- Mission 08: 8M042R
- Mission 09: 8Q04MQ
- Mission 10: 8U05MV
- Mission 11: 9A05UK
- Mission 12: 9I06A9
- Mission 13: 9U06U9
- Mission 14: A2072C
- Mission 15: A608E4
- Mission 16: AA08UJ
- Mission 17: AE08U3
- Mission 18: AIF9UU
- Mission 19: AMFB6C
- Mission 20: B20847
- Mission 21: B608MN
- Mission 22: BAFCL

## Russia Passwords

- Mission 01: HJ0024
- Mission 02: HR412H
- Mission 03: I701OI
- Mission 04: IB02EI
- Mission 05: IF02U6
- Mission 06: BA022D
- Mission 07: BI02ER
- Mission 08: BM042R
- Mission 09: BQ04MQ
- Mission 10: BU05MV
- Mission 11: 9A05UK
- Mission 12: 9I06A9
- Mission 13: 9U06U9
- Mission 14: A2072C
- Mission 15: A608E4
- Mission 16: KB0CA1
- Mission 17: KFD02N
- Mission 18: KJ0DUU

## Mission 19: KN0EIN

## The Aces Challenge Passwords

- Mission 01: LJG02V
- Mission 02: LNG067
- Mission 03: LRG0AM
- Mission 04: LVG0EU
- Mission 05: M3G0I0
- Mission 06: M7G0UG
- Mission 07: MBG16T
- Mission 08: MFG1EG
- Mission 09: MJG1MS

## FATAL FURY

## Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

## FLASHBACK

## Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

## "Easy" Level Passwords

- Level 1: PIXEL
- Level 2: BETSY
- Level 3: PANCHO
- Level 4: STUDIO
- Level 5: TOHO
- Level 6: AKANE
- Level 7: INCBIN

## "Normal" Level Passwords

- Level 1: FALCON
- Level 2: DATA
- Level 3: MMLORD
- Level 4: QUICKKEY
- Level 5: BJOU
- Level 6: BUBBLE
- Level 7: CLIP

## "Expert" Level Passwords

- Level 1: CLIO
- Level 2: ACRTC
- Level 3: BLUB
- Level 4: STUN
- Level 5: MIMOLO
- Level 6: HECTOR
- Level 7: KALIMA

## Ending Code: CYGNUS

## FLICKY

## Bikini Girl

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

## GALAHAD

## Cheat Password

Enter the password "LTUS" to start at World One with infinite lives.

## GENERAL CHAOS

## Secret Cheat Mode

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

## Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

## Battle Advance

Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.

## Full-Scale War Advance

Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2. These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

## GHOSTBUSTERS

## Lots of Cash

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want.



**HARD DRIVIN'**

*Practice Race with Other Cars on the Track*  
Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

**THE INCREDIBLE HULK***Hulk-Out Moves*

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press A.

Pile Driver: Grab enemy, then press A+B.

Shoulder Charge: **Forward, Forward, C, Forward.**

**JAMES "BUSTER" DOUGLAS KNOCKOUT****BOXING***Sound Test*

On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

**JAMES POND II—CODENAME: ROBOCOD***Invincibility*

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

*Power-Up Code*

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

*Infinite Lives*

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

*Cheat Menu*

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

**JENNIFER CAPIRATI TENNIS***New Players*

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM." (enter a period between the two words and fill up the rest of the password with periods.)

*Secret Configuration Mode!*

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

**JOHN MADDEN FOOTBALL***Super Bowl Passwords*

Minnesota vs. Denver: 3456712

Philadelphia vs. Miami: 7676767

Los Angeles vs. Houston: 7654321

San Francisco vs. Miami: 7651567

Philadelphia vs. Houston: 1777777

San Francisco vs. New England: 1717171

Philadelphia vs. New England: 6712345

San Francisco vs. Pittsburgh: 5671234

Los Angeles at Miami: 0473176

San Francisco at Denver: 0751000

San Francisco at New England: 0431000

Chicago at New England: 0613000

Philadelphia at Cincinnati: 5555500

Los Angeles at Kansas City: 2452300

Atlanta at Miami: 3452300

New York at Houston: 4452300

Washington at Buffalo: 5450000

Philadelphia at New England: 6450000

Los Angeles at Denver: 7450000

Philadelphia at Denver: 7450000

San Francisco at Houston: 6770000

Atlanta at Pittsburgh: 4770000

Atlanta at Miami: 7777777

Los Angeles at Cincinnati: 6777777

New York at New England: 7777777

Washington at Kansas City: 4777777

Chicago at Pittsburgh: 3777777

Los Angeles at Pittsburgh: 2777777

Philadelphia at Houston: 1777777

Chicago at Denver: 04150000

San Francisco at Buffalo: 0515000

Minnesota at Buffalo: 0535000

**JOHN MADDEN FOOTBALL '92***EASN Bowl Passwords*

(The NFC team is always the home team)

Atlanta vs. Buffalo: C5LS565H

Atlanta vs. Houston: D72C835L

Buffalo vs. San Francisco: DWJ4NLPV

Buffalo vs. New York: B3H92V5N

Chicago vs. Kansas City: B3FMKGMT

Chicago vs. Buffalo: B3FM8FB5

Cincinnati vs. San Francisco: C536LLIY

Cincinnati vs. Atlanta: D8NDD50R

Cleveland vs. Washington: CDCHGG54

Dallas vs. Oakland: BDNZZTR1

Dallas vs. Buffalo: BPGHG9NI

Denver vs. San Francisco: CLB168RX

Detroit vs. Buffalo: BHL50XB6

Detroit vs. New Jersey: B29KH464

Green Bay vs. Cincinnati: BPCYNT78

Green Bay vs. Kansas City: BPCSHGX4

Houston vs. Washington: B0P2Z178

Indianapolis vs. Chicago: B0WH6T2K

Kansas City vs. Dallas: DWM5M4M9P

Kansas City vs. San Francisco: DWMWRBGS

Kansas City vs. Chicago: FCH2G18B

Kansas City vs. New Orleans: DGXNTKWT

Los Angeles vs. Pittsburgh: BHJFGFVR

Los Angeles vs. Houston: CG68WD8N

Los Angeles vs. Buffalo: C6G445YN

Miami vs. Green Bay: C2Z4Z5Z5

Miami vs. New York: B6KFSMCB

Miami vs. Chicago: B6KJB9JD

Minnesota vs. Cleveland: C5C0N7W4

Minnesota vs. Seattle: BPKJRXWX

New England vs. New Orleans: D610WJCT

New England vs. Minnesota: FCKCYJB

New Jersey vs. Washington: CS41LX68

New Jersey vs. Green Bay: C239PNST

New Orleans vs. Oakland: DGJYVWM3

New York vs. Miami: BTHCR5RX

New York vs. New England: BZ6173NK

Oakland vs. San Francisco: B4HMBJ03

Oakland vs. New York: C258BY07

Philadelphia vs. Miami: BTGBF4Y9

Phoenix vs. Denver: C5TCNYGV

Pittsburgh vs. Detroit: C297JMSL

Pittsburgh vs. Chicago: DWN8M06J

San Diego vs. Washington: CBX8RT1V

San Diego vs. Atlanta: CHK8233T

San Francisco vs. Buffalo: C2TL4P94

San Francisco vs. Miami: BDT18G5F

San Francisco vs. Kansas City: C7CD7VLS

Seattle vs. Minnesota: BLTF857X

Seattle vs. New Orleans: D5KT9LWW

Tampa Bay vs. Buffalo: CK5GV777

Tampa Bay vs. Cincinnati: DNB51KMB

Washington vs. Cincinnati: F816WJVP

Washington vs. Buffalo: B84R03C5

**THE JUNGLE BOOK***Extra Stuff/Warps*

Each of these codes must be entered while the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, press **A, B, A, A, B, A, B, A**.

Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**. Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press **B, A, A, B, B, A, A, B, A, B, A, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**. *Debug Menu*

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

**JORDAN VS. BIRD: SUPER ONE-ON-ONE***Extra Time*

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

**JURASSIC PARK***Super Cheat Mode*

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

*Password Trick*

Use the following password formula to start on any stage:

**JP\_0\_ARK**

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

*Stage-Select/Sound Test Menu*

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<" or ">"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

**JUNGLE STRIKE***Super Cheat Passwords*

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT7456KB—Campaign 2

9WT7NL6MHBV—Campaign 3

X7NL45HPG94—Campaign 4

V456MGCZVH—Campaign 5

WS6MHPZJFTZ—Campaign 6

TMHPGCFDYN3—Campaign 7

7PGCZJYK34X—Campaign 8

NCZJFD3BR67—Campaign 9

**KRUSTY'S SUPER FUN HOUSE***Level Codes*

WHOAMAMA: Stage Two

FLANDERS: Stage Three

BROCKMAN: Stage Four

SIDESHOW: Stage Five

SMALLIWI: Infinite Lives/All Doors Unlocked

**LAKERS VS. CELTICS AND THE NBA***PLAYOFFS*

*Start Playoffs with a Three-Game Lead*

Enter **LGQ HJK** for the fourth game between the Celtics and the Spurs.

*Start with Game 1*

Enter **T#6 CGK** for a game between the Pistons and the Lakers.

**LIGHTENING FORCE***99 Ships*

When "Press Start" appears on the title screen, press **A** and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

*Full Power*

Pause the game during play and enter the following code: **Up, Right, A, Down, Right, A, C, Left, Up, B**. Use **Press START** and all weapons will be available to you.

**LOTUS II***Hidden Pod Game*

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

**LOTUS TURBO CHALLENGE***Password Cheats*

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

**MADDEN NFL 96***Secret Teams*

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A, B** and **C** buttons.

AABBBAC—"80 Atlanta Falcons

AABACC—"70 Baltimore Colts

AACAAAB—"68 Baltimore Colts

AACACBA—"64 Baltimore Colts

ABCBBC—"65 Cleveland Browns

AACCBAC—"93 Buffalo Bills

ABAAAA—"92 Buffalo Bills

ABAACAC—"91 Buffalo Bills

ABABBB—"92 Buffalo Bills

ABACACA—"73 Buffalo Bills

ABACCCC—"85 Chicago Bears

ABBACAB—"77 Chicago Bears

ABBBBA—"66 Chicago Bears

ABBCABC—"63 Chicago Bears

ABCCCB—"88 Cincinnati Bengals

ABCAAA—"81 Cincinnati Bengals

ABCBAC—"93 Dallas Cowboys

ABCCBB—"77 Dallas Cowboys

ABCCCAA—"78 Dallas Cowboys

ACAABCC—"77 Dallas Cowboys

ACABBAB—"75 Dallas Cowboys

ACACABA—"71 Dallas Cowboys

ACACCC—"70 Dallas Cowboys

ACBABCB—"89 Denver Broncos

ACBBBAA—"87 Denver Broncos

ACBCAAC—"77 Denver Broncos

ACBCBB—"67 Denver Broncos

ACBABCA—"67 Green Bay Packers

ACCBACC—"66 Green Bay Packers

ACCCBA—"80 Houston Oilers

ACCCBA—"80 Houston Oilers

ACCCBA—"80 Houston Oilers

BAAABBC—"66 Kansas City Chiefs

BAAABCB—"62 Dallas Texans

BAACAAA—"90 Los Angeles Raiders

BAACCAC—"83 Los Angeles Raiders

BABBBB—"80 Oakland Raiders

BABBBAC—"76 Oakland Raiders

BABBBCC—"67 Oakland Raiders

BABCCAB—"91 Los Angeles Rams

BACABBA—"80 Los Angeles Rams

BACBABC—"79 Los Angeles Rams

BACBCC—"68 Los Angeles Rams

BACCCAA—"84 Miami Dolphins

BBAABAC—"82 Miami Dolphins

BBABBB—"73 Miami Dolphins

BBABCCA—"72 Miami Dolphins

BBABCCC—"71 Miami Dolphins

BBBABAB—"76 Minnesota Vikings

BBBABBA—"74 Minnesota Vikings

BBBBCBC—"73 Minnesota Vikings

BBBCBCC—"69 Minnesota Vikings

BBCABAA—"85 New England Patriots

BBCBAAC—"76 New England Patriots

BBCBCBB—"79 New Orleans Saints



CACBCCB—'87 Washington Redskins  
CACCBAA—'83 Washington Redskins  
CBAAAAA—'82 Washington Redskins  
CBAAACB—'72 Washington Redskins  
CBABBCA—Hall of Fame I  
CBACACC—Hall of Fame II  
CBBAAB—'95 All-Madden  
CBACBA—'95 AFC Pro Bowl  
CBBBBBC—'95 NFC Pro Bowl  
CBBCACB—'95 Amsterdam Admirals  
CBCAAAA—'95 Barcelona Dragons  
CBACAC—'95 Frankfurt Galaxy  
CBCCBBB—'95 London Monarchs  
CBCCACA—'95 Rhein Fire  
CBCCCC—'96 Scotland Claymores  
CCAACAB—'95 EA Sports Team Madden  
CABBBAA—All '50s  
CCACABC—All '60s  
CACCCBB—All '70s  
CBBACAA—NFL Players Association I  
CBBBAC—NFL Players Association II  
CCBACBB—NFL Players Association III  
CCBCCCA—NFL Players Association IV

#### MARIO LEMIEUX HOCKEY

##### Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and pick any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

##### Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

#### MEGA BOMBERMAN

##### Stage Passwords

Area 1—Jammin' Jungle

Stage 2: 6800

Stage 3: 5120

Boss: 7420

Area 2—Vexin' Volcano

Stage 1: 4501

Stage 2: 8111

Stage 3: 7421

Stage 4: 1051

Boss: 3351

Area 3—Slammin' Sea

Stage 1: 4502

Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

Area 4—Crankin' Castle

Stage 1: 6803

Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

Area 5—Thrasin' Tundra

Stage 1: 8114

Stage 2: 2814

Stage 3: 1134

Stage 4: 5654

Boss: 7954

Area 6—Cruisin' Comet

Final Stage: 0515

#### MICHAEL JACKSON'S MOONWALKER

##### Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look up and rescue the child above you.

#### MICKEY MANIA

##### Stage Select

In the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight "EXIT" and hold the **D-pad** to the **Left** for five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

#### MICKEY MOUSE IN CASTLE OF ILLUSION

##### Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you

pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

#### MICRO MACHINES

##### Super Cheats

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives.

Press **Up**, **Down**, **A**, **B**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **START**, **Down** while paused for a higher difficulty level.

Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level.

Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **START**, **Right** while paused for extra traction/better handling.

Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

#### MIGHT & MAGIC—GATES TO ANOTHER WORLD

##### Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left**, **A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

#### MIKE DITKA POWER FOOTBALL

##### Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press **START** and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

##### Passwords

Conference Title: Washington vs. Atlanta—tjF1L4

World Championship: Washington vs. New York—tjF1M0

Conference Title: Miami vs. Cleveland—xjP1Dm

World Championship: Miami vs. San Francisco—xjP1Ei

#### MLBPA SPORTSTALK BASEBALL

##### Easy Out

If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

#### MORTAL KOMBAT

##### Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

#### Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

#### MORTAL KOMBAT II

##### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

##### Ferality?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

#### MORTAL KOMBAT II (32X)

##### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, **Left**, **Left**, **Right**, **Right**, **Right**. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

#### MORTAL KOMBAT 3

##### Play as Smoke

When the *MK3* logo appears at the beginning of the game and you hear a gong, press **A**, **B**, **B**, **A**, **Down**, **A**, **B**, **B**, **A**, **Down**, **Up**, **Up**. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

##### Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the **D-pad** to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

##### Secret Cheat Menus

At the main menu, press **A**, **C**, **Up**, **B**, **Up**, **B**, **A**, **Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B**, **A**, **Down**, **Left**, **A**, **Down**, **C**, **Right**, **Up**, **Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C**, **Right**, **A**, **Left**, **A**, **Up**, **C**, **Right**, **A**, **Left**, **A**, **Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing

move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

#### MUTANT LEAGUE FOOTBALL

##### Passwords

Darkstar Dragons: FMK3XYSL1Q

Deathskin Razors: 1CK111111H

Icabay Bashers: 2CK111111D

Killer Konvikts: HGK111111J

Midway Monsters: 3CK111111F

Misfit Demons: JH111111G

Psycho Slashers: GKM111111D

Rad Rockers: 5CK111111M

Road Warriors: BDK111111J

Screaming Evils: KKK111111L

Sixty Whiners: CBK111111J

Slaycity Slayers: LK111111M

Terminator Trolz: MLK111111J

Turbo Techies: NMMK111111Q

Vile Vulgars: 4CK111111L

War Slammers: DCK111111Z

#### NBA JAM

##### Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmelli: Enter MJ, highlight T, hold

**START** and press **A**.

Sal DiVita: Enter SA, highlight L, hold

**START** and press **C**.

Jamie Rivett: Enter RJ, highlight R, hold

**START** and press **B**.

Bill Clinton: Enter AR, highlight K, hold

**START** and press **A**.

Al Gore: Enter NE, highlight T, hold **START**

and press **B**.

Dan "Weasel" Feinstein: Enter SA, high-

light X, hold **START** and press **C**.

Asif "Chow-Chow" Chaudhri: Enter CA,

highlight R, hold **START** and press **C**.

Tom "Scruff" Rademacher: Enter RO,

highlight D, hold **START** and press **B**.

Eric "Kabuki" Kuby: Enter QB, highlight

"■" (the space character), hold **START** and

press **A**.

Eric "Air Dog" Samulski: Enter AI, high-

light R, hold **START** and press **A**.

Warren Moon: Enter UW, highlight "■"

(the space character), hold **START** and

press **A**.

George "P-Funk" Clinton: Enter DI, high-

light S, hold **START** and press **C**.

Secret Power-Ups

Each of the following cheats should be

performed at the pregame screen that

says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press

and hold **A**, **B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press

and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the **D-pad** 360°

and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **A** 13 times, then

press and hold **A**, **B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then

hold **B**, **C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the **D-pad** 360°

and press the **B** button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G",

press **A**; highlight "O", hold **START** and

press **B**; highlight "R", hold **START** and

press **B**.

Benny (team mascot): Highlight "B", hold

**START** and press **B**; highlight "N", press **A**;

highlight "Y", hold **START** and press **C**.

Hugo (team mascot): Highlight "H", press

**A**; highlight "G", hold **START** and press **C**;

highlight "O", hold **START** and press **A**.

Crunch (team mascot): Highlight "C", hold

**START** and press **A**; highlight "R", hold



**START** and press **B**; highlight "N", press **A**.  
**Bill Clinton**: Highlight "C", hold **START** and press **A**; highlight "I", press **A**; highlight "C", hold **START** and press **B**.  
**Hilary Clinton**: Highlight "H", press **A**; highlight "C", hold **START** and press **B**; highlight "■" (the space character), press **A**.  
**Prince Charles**: Highlight "R", hold **START** and press **B**; highlight "O", hold **START** and press **A**; highlight "Y", press **A**.  
**Heavy D**: Highlight "H", hold **START** and press **A**; highlight "V", press **A**; highlight "Y", hold **START** and press **B**.  
**Jazzy Jeff**: Highlight "J", hold **START** and press **C**; highlight "A", hold **START** and press **A**; highlight "Z", hold **START** and press **A**.  
**Fresh Prince**: Highlight "W", hold **START** and press **C**; highlight "I", hold **START** and press **B**; highlight "L", press **A**.  
**Larry Bird**: Highlight "B", hold **START** and press **A**; highlight "R", hold **START** and press **C**; highlight "D", hold **START** and press **A**.  
**Frank Thomas**: Highlight "S", hold **START** and press **B**; highlight "O", press **A**; highlight "X", hold **START** and press **A**.  
**Randall Cunningham**: Highlight "P", press **A**; highlight "H", hold **START** and press **A**; highlight "I", hold **START** and press **C**.  
**Mike D**: Highlight "M", hold **START** and press **C**; highlight "K", press **A**; highlight "D", hold **START** and press **C**.  
**AdRock**: Highlight "A", press **A**; highlight "D", hold **START** and press **C**; highlight "R", hold **START** and press **B**.  
**MCA**: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "A", press **A**.  
**Mark Turmell**: Highlight "M", hold **START** and press **A**; highlight "J", press **A**; highlight "T", hold **START** and press **A**.  
**Jamie Rivett**: Highlight "R", press **A**; highlight "J", hold **START** and press **A**; highlight "R", hold **START** and press **C**.  
**Sal DiVita**: Highlight "S", hold **START** and press **A**; highlight "A", hold **START** and press **C**; highlight "L", press **A**.  
**Shawn Liptak**: Highlight "S", press **A**; highlight "L", hold **START** and press **B**; highlight "■" (the space character), hold **START** and press **B**.  
**Tony Gossie**: Highlight "T", hold **START** and press **B**; highlight "W", press **A**; highlight "G", hold **START** and press **A**.  
**John Carlton**: Highlight "J", hold **START** and press **C**; highlight "M", hold **START** and press **C**; highlight "C", hold **START** and press **B**.  
**Jay Moon**: Highlight "J", press **A**; highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **B**.  
**Kirby**: Highlight "C", hold **START** and press **B**; highlight "K", press **A**; highlight "■" (the space character), hold **START** and press **C**.  
**Snake**: Highlight "G", hold **START** and press **A**; highlight "O", hold **START** and press **C**; highlight "F", hold **START** and press **B**.  
**Falcus**: Highlight "J", hold **START** and press **A**; highlight "F", press **A**; highlight "■" (the space character), hold **START** and press **C**.  
**Musket**: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "M", hold **START** and press **C**.  
**Hill**: Highlight "N", hold **START** and press **A**; highlight "D", hold **START** and press **B**; highlight "H", hold **START** and press **A**.  
**Chow Chow**: Highlight "A", press **A**; highlight "M", hold **START** and press **A**; highlight "X", hold **START** and press **C**.  
**Weasel**: Highlight "R", hold **START** and press **B**; highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **C**.  
**Brutah**: Highlight "L", hold **START** and press **A**; highlight "G", hold **START** and press **B**; highlight "N", press **A**.  
**Kabuki**: Highlight "D", press **A**; highlight "A", hold **START** and press **B**; highlight "N", hold **START** and press **A**.  
**Facime**: Highlight "X", hold **START** and press **B**; highlight "Y", hold **START** and press **B**; highlight "Z", hold **START** and press **A**.  
**Blaze**: Highlight "B", hold **START** and press **C**; highlight "L", press **A**; highlight "Z", hold **START** and press **C**.  
**Kid Silk**: Highlight "K", press **A**; highlight

"S", hold **START** and press **B**; highlight "K", hold **START** and press **C**.  
**Scooter Pie**: Highlight "H", hold **START** and press **A**; highlight "T", press **A**; highlight "P", hold **START** and press **C**.  
**Moosekat**: Highlight "M", hold **START** and press **B**; highlight "P", hold **START** and press **C**; highlight "F", press **A**.  
**Air Dog**: Highlight "A", hold **START** and press **C**; highlight "I", press **A**; highlight "R", hold **START** and press **B**.  
**Secret Power-Ups**  
 Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.  
**Display Shot Percentage**: Up, Up, Down, Down, B  
**Quick Hands**: Left, Left, Left, Left, A, Right  
**Max. Power**: Right, Right, Left, Right, B, B, Right  
**Powerup Goaltending**: Right, Up, Down, Right, Down, Up  
**Powerup Fire**: Down, Right, Right, B, A, Left  
**Powerup Turbo**: B, B, B, A, Down, Down, Up, Left  
**Powerup Offense**: A, B, Up, A, B, Up, Down  
**Powerup 3-Pointers**: Up, Down, Left, Right, Left, Down, Up  
**Powerup Dunks**: Left, Right, A, B, B, A  
**Powerup Push**: Down, Right, A, B, A, Right, Down  
**Push One Opponent and Both Fall**: Up, Up, Up, Left, Left, Left, Left, A, A  
**Push One Opponent and Only Teammate Falls**: Up, Up, Up, Up, Left, Left, Left, Left, A, B  
**Teleport Pass**: Up, Right, Right, Left, A, Down, Left, Left, Right, B  
**High Shots**: Up, Down, Up, Down, Right, Up, A, A, A, A, Down  
**Speed Up**: Up, Up, Up, Left, Left, Left, Left, B, A  
**Slippery Court**: A, A, A, A, Right, Right, Right, Right, Right

## NBA LIVE '95

**NBA Golf?**  
 Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLF spelled backwards.) You'll get a playable demo of a golf game.

## NHL '95

**30-Second Periods**  
 When the Controller Configuration screen comes up, hold **A**, **C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A**, **C** and **START** again. On the next screen, choose **Abort Game**. This will bring you back to the main menu. The Period Length will now say 30 seconds.

## NHL HOCKEY

**Skate Through the Crowd**  
 Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

## OUTLANDER

**Level Passwords**  
 Level 1: FYBY1QZFQ240Q0  
 Level 2: 89D020JCY8Y8C28  
 Level 3: P69HOSK7YCKCX  
 Level 4: TZZY2159QYK80

## OUTRUN

**Cheat Menu**  
 At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:  
 Mode 1: You can drive through your opponents' cars without collisions.  
 Mode 2: You can drive even after the timer runs out.  
 Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.  
 Mode 5: Combines the effects of Modes 1 and 4.  
 Mode 6: Combines the effects of Modes 2 and 4.  
 Mode 7: Combines the effects of Modes 1, 2 and 4.  
 Mode 8: ???  
 Mode 9: Combines the effects of Modes 1 and 8.  
 Mode 10: Combines the effects of Modes 2 and 8.  
 Mode 11: Combines the effects of Modes 1, 2 and 8.  
 Mode 12: Combines the effects of Modes 4 and 8.  
 Mode 13: Combines the effects of Modes 1, 4 and 8.  
 Mode 14: Combines the effects of Modes 2, 4 and 8.  
 Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

## OUTRUN 1919

**Music Select**  
 Hold the **C** button and press **START** at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

## PAC-MAN 2: THE NEW ADVENTURES

**Original Pac-Man and Pac Jr.**  
 Enter the code PCMNORG at the password screen to play the original Pac-Man.  
**Enter the code PCJRDWP** at the password screen to play Pac Jr.  
**Sound Test**  
 Enter SO\*NDTP.  
**Pattern Test**  
 Enter P\*TT\*RN.  
**Time Trial**  
 Enter TR\*\*LMP for the Time Trial.  
 (Note: \* represents the Pac-Man symbol.)

## PETE SAMPRAS TENNIS

**New Options**  
 Choose **World Tour** and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

## PGA TOUR GOLF II

**Never Drop a Shot**  
 When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

## PHELIOS

**Nine Continues**  
 Get to the Chapter 1 screen, then press **C**, **A**, **B**, **A**, **C**, **A**, **B**, **A**.

## THE PIRATES OF DARK WATER

**Stage Passwords**  
 Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:  
 IITBDIA—Port of Citadel  
 NCOOKIE—Citadel to Port  
 RITAZIM—Port to Citadel  
 JESSICA—Citadel to Mountains  
 ALEXISK—Port to Mountains  
 SCOBYD—Mountains to Janda  
 STYOODA—Andorus to Bridge  
 TADSHIM—Bridge to Andorus (full sword)  
 ALARTUS—Andorus to Maelstrom  
 DARRINS—Bridge to Maelstrom (full sword)  
 MALCOLM—Maelstrom to Caverns (full sword)

## PINK PANTHER IN PINK GOES TO HOLLYWOOD

**Top-Secret Cheats**  
 Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

## PITFALL: THE MAYAN ADVENTURE

**Stage Select**  
 At the title screen press **B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start,"

"Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

## Nine Lives

At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.  
**99 Weapons Power-Up**  
 At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.  
**Go to the ABC Simon Game**  
 At the title screen, press **B**, **A**, **Down**, **C**, **Right**, **A**, **B** (BAD CRAB).  
**Direct to 2600 Pitfall!**  
 At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

## PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.  
**Warp to 2600 Pitfall!**—Down, **A** 26 times, **Down**.  
**Warp to Simon Game**—**B**, **A**, **Down**, **C**, **Right**, **A**, **B**.  
**Stage Select**—**C**, **A**, **C**, **A**, **Down**, **Up**, **Down**, **Left**, **Down**, **Up**, **Up**.  
**Infinite Continues**—**C**, **C**, **C**, **C**, **Left**, **A**, **Down**, **Up**, **Down**.  
**Full Weapons**—**A**, **B**, **Up**, **C**, **A**, **C**, **A**.  
**Nine Lives**—**Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.  
**Super Speed**—**B**, **A**, **Right**, **C**, **Right**, **Up**, **Down**.  
**See Credits**—**C**, **Right**, **Down**, **C**, **Right**, **Down**, **C**, **Right**, **Down**.

## POWER MONGER

**Conquest Password**  
 Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

## RADICAL REX

**Stage Select**  
 At the Title Screen, enter **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2.

## RED ZONE

**Mission Passwords**  
 Mission 1: ACCCBACBABB  
 Mission 2: ABACBCBABA  
 Mission 3: ACCCBACBCCA  
 Mission 4: ABACBCBACC  
 Mission 5: BAAABBBCCBB  
 Mission 6: ABABBAACBAA  
 Mission 7: BAAABBCAAA  
 Mission 8: ABABBAACAC  
**Mission Passwords + Invincibility**  
 Mission 1: BAAABACBCBA  
 Mission 2: ABABBAACBBC  
 Mission 3: BAAABACBCBA  
 Mission 4: ABABBAACBAC  
 Mission 5: BAACAABAACA  
 Mission 6: ABBCAACACCC  
 Mission 7: BAACAABAABA  
 Mission 8: ABBCAACACBC  
**Secret Asteroids Game**  
 Enter the password ABCACBACAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

## RINGS OF POWER

**Nude Code**  
 Hold **A**, **B**, **C**, **START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

## RISTAR

**Cheat Passwords**  
 Enter the following passwords for different effects:  
 MUSEUM—Boss Rush Mode  
 DOFEEL—Practice Bonus Rounds  
 ILOVEU—Stage Select  
 SUPER—"Super" difficulty level appears at the option screen  
 MAGURO—Adds a freaky new option to the sound test menu  
 XXXXXX—Cancel all passwords

## ROAD RASH II

**First Level Passwords**  
 Level One  
 00D8 110N: ALASKA / \$2,000  
 00DH 101B: HAWAII / \$3,000  
 035P 1130: TENNESSEE / \$4,000  
 0210 117G: ARIZONA / \$5,000



02U9 10F5: VERMONT / \$6,000

Level Two

05BH Q105: ALASKA / \$3,250

038B 1M1V: HAWAII / \$5,250

041Q AN33: TENNESSEE / \$7,250

05RB 2N73: ARIZONA / \$9,250

06IR QMFC: VERMONT / \$11,250

Level Three

08DA 3NOP: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500

06AA 3C30: TENNESSEE / \$12,500

08T4 RD7M: ARIZONA / \$16,500

0DE5 RCF8: VERMONT / \$20,500

Level Four

0G04 KC0K: ALASKA / \$11,500

09ET C918: HAWAII / \$17,500

0DQD 4932: TENNESSEE / \$23,500

0J4T 4976: ARIZONA / \$29,500

0NGD 49FE: VERMONT / \$35,500

Level Five

0QQT 590V: ALASKA / \$18,500

0FGL 5J13: HAWAII / \$28,500

0MA4 5J3L: TENNESSEE / \$38,500

01UK 5170: ARIZONA / \$48,500

25U5 5JFD: VERMONT / \$58,500

Secret Bike

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike, the Wild Thing 2000.

Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit START. Now you can choose any bike from the shop.

## ROBOCOP VS. THE TERMINATOR

MA-17 Code

Press C, B, A, B, B, A, B, B, C, B, C, B, B, C, B, B, C, B, C, A, C, C, A, A, B, B, A, B, B, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

54 Lives

Press C, C, A, A, B, B, C, C, A, A, B, B while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press B, A, C, C, C, A, B, B, A, C, C, C, A, B while paused. Next, start the game again and hold Down+A+B+C to choose different weapons.

"TurboCop" Mode

Press A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold Up and press C to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press A, B, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

## SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, quickly press A, B, C, C, B, A. The screen will flash; now there's blood in the game.

## SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name.

After the old witch repeats your name and says, "...yes! I knew it!" hold the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

## SHINOBI III: RETURN OF THE NINJA

MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place.

## SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

## SONIC THE HEDGEHOG

Stage Select

At the title screen, press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get the stage-select menu.

## SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold A and press START at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

## SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code Up, Up, Down, Down, Up, Up, Up, Up when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the A button and press START. While you're in the game, use the B button to access the Debug feature. Hit A

to scroll through all of the Debug items and C to place them.

## SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?!", press A+B+C to access randomly-generated sphere bonus levels.

## SPACE HARRIER (32X)

Hidden Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. If you see "Insert Coins," you're in business. Now you'll have three continues at your disposal.

## SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold START on Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage.

## STAR WARS ARCADE (32X)

Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

Reset Timer

Pause the game and press Left, Down, A, C, Down, Up.

Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

## STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press A. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress.

99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press C, A, C, A, START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

## STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C

THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

## STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold Right

and B on Controller 1, press and hold Left and A on Controller Two, then continue to hold those buttons while you press C on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

## SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "OE", then press A to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press A; then, when your character looks up, quickly press the A, B and C buttons at the same time and release them. You'll start the game with 99 credits in reserve.

## SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLA

Japan: RLVK

Italy: RMXRU

France: RUFOR

Holland: RQAASV

Brazil: RQAAV

Russia: RP.VE

## SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press START during the game.

• Extra Time—Press START to pause, then press Up, A, B, C, C, A, Up, C, C, C, Up. The clock will be reset to zero.

• Extra Energy—Press START to pause, then press A, A, A, B, A, B, A, B, C. Sylvester's health will be restored.

• Extra Points—Press START to pause, then press C, C, C, C, B, C, A, C, B, A to increase your score by 10,000.

• Extra Continues—Press START to pause, then press Right, Left, A, A, B, Up, C, A, B, B, C to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

• Invincibility—Press START to pause, then press B, B, Up, A, Left, Right, Down, Right, B, B, C for temporary invincibility.

• Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press C, C, B, C, A, B, C, A, B, C, Down and unpause to skip to the next stage.

• See End Credits—To skip to the end of the game and see the credits, press START to pause and press Down, Right, A, B, B, B, C, C, B, A, A.

## T2: THE ARCADE GAME

Unlimited Firepower

Use a rapid-fire controller to fires the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

## TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

## TAZ-MANIA

Super Cheats

At the title screen, hold A, B and C on both controllers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button.



## TEENAGE MUTANT NINJA TURTLES

## TOURNAMENT FIGHTERS

## Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: ←→↓↘+C

Michaelangelo: →↘↘+C

Donatello: →↘↓+C

Raphael: ←→↓↘+C

Casey Jones: →↘↘+C (in close)

Ray Fillet: ←→↓↘+C

April O'Neil: ↘↘↓↘+C (in close)

Sisyphus: →↘↓↘+C

## THUNDER FORCE III

## All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

## TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

## Passwords

Level 5: MMBK DLLL DLBG LLDD LDTG

Level 6: HUBB DDDD DDBK DLLL LDTN

Level 7: UBBB DLLL LDBB LLLL LDDQ

Level 8: YBBB MDLL LLBB DLLL LDMQ

Level 10: ZBBB TGLD LDBB TLDD LLNG

Level 11: PBBB TKLD DLBB TGDL DLNV

Level 12: YBBB TZDD DLBB TKDD LDNT

Level 13: QHBB TZGL LLBB TZDL LDZM

Level 14: MHBB TZKD LDBB TZGD LLTM

Level 16: ZBBB TZBG DDBB TZBD DLRR

Level 17: PRBB TZBK DLBB TZBG DLRZ

Level 18: YRBB TZBB DDBB TZBK LLRG

Level 19: ZRBB TZBQ DDBB TZBB DLRX

Level 20: ZHBB TZBQ DDBB TZBW DLHY

Level 21: VNBB TZBQ KLBB TZBQ GLJY

Level 22: KJBB TZBW ZLBB TZBW KLMM

Level 23: JXBB TZBW ZGBB TZBW ZLBT

Level 24: JXBB TZBW ZGBB TZBW ZLBT

## TOMMY LASORDA BASEBALL

## Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

## TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

## Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

## Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

## To the Death Mode

Enter the password **ZLT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

## Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

## Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

## All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

## Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try to aim for the temples because you can only hit him with body shots.

## Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

## Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

## TOY STORY

## Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toolbox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toolbox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

## Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS **START**" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

## TYRANTS

## Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

## URBAN STRIKE

## Passwords

Baja Oil Rigs: CNHLGBR4N8F

Inside Main Oil Rig: ZLGBWD3PFZD

Mexico: BWDR6MJYNM

San Francisco: NDR63PTVZLT

Alcatraz: H63PMJT4SYL

New York: LPMJ7VXFZR

Las Vegas: GJ7VT4FKYNM

Casino: BVT45XYCZLT

Vegas Underground: WR63PMT4SYL

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password **YCZ9NHLGBT7**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR653V**.

## VECTORMAN

## Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

## Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

## Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

**ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)**—Refill your energy counter at any time.

**BALL or BALD (B, A, Left, Left or B, A, Left, Down)**—See the programmers' debugging coordinates.

**ABACABB (A, B, A, C, A, B, B)**—Five dots will appear around Vectorman and follow him wherever he goes.

**DRACULA (Down, Right, A, C, Up, Left, A)**—When you get hit, the game will slow down in order to help you to recover safely.

**CALL A CAB (C, A, Left, Left, A, C, A, B)**—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the **CALL A CAB** code again.

## Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

## WIZ 'N' LIZ

## Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDD GBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBSK LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

## Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

## Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

## Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH **START** BUT-TON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

## Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

## New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

## VIRTUA RACING

## Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

## WWF RAW (32X)

## Secret Character

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

## XBAND GAME MODEM

## Hidden Maze Game

Press **Up, Up, Down** when you're about

to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBand menu (Challenge/Player List/Mailbox etc.)

## Change Text

To change the way the letters move on all XBand menu screens, enter one of the following codes at the player-select screen:

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**

Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

## Sound Test

Press **Up, Up, Left, Right, Left, Right, Up** at the main XBand menu.

## Hidden "Fish Pong" Game

Press **Up, Up, Up, Right, B** at the main XBand menu.

## X-MEN

## Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

## Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

## X-MEN 2: CLONE WARS

## 99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

## ZOO!

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

## One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

## Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you chose.

## Super Time &amp; Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. You'll get 240 energy bars. The timer gets set to 999.

## Extra Time &amp; Energy

Hold **START** and press **B, A, Right, Right, A, C, Up, Down, A**. You'll get 30 extra seconds on the timer and six energy bars.

## Brightness

Hold **START** and press **Down, Up, Left, Left**. This makes the dimmed "PAUSE" screen brighter.









able to choose the Porsche as your own vehicle.

## Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press **Right** to find yet another secret vehicle, a diesel truck.

## Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

## LAST GLADIATORS DIGITAL PINBALL

### Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

### Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the

letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

### Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; while the numbers are gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

### Secret Scene

*Last Gladiators* uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

## NHL ALL-STAR HOCKEY

### Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

## PANZER DRAGON

### Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

### Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

### Invincibility

Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

### Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

### Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will

take a dive right away and the stage will start over.

### Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

### New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

### Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

### Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

**Right**—Rotate screen clockwise  
**Left**—Rotate screen counter-clockwise

**A+Right**—Rotate image clockwise

**A+Left**—Rotate image counter-clockwise

**Down**—Zoom in

**Up**—Zoom out

**A+Down**—Tilt backward

**A+Up**—Tilt forward

**X or Y**—Hold either of these buttons to change the character's shading

**A+B+C**—Reset to the initial position and shading

When you're finished playing with the polygons, press START on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

## PEBBLE BEACH GOLF LINKS

### Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad,





also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

#### Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectactors will always be there to watch you play, even if you're just practicing.

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Infinite Lives

At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

#### SEGA RALLY CHAMPIONSHIP

##### Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

##### Secret Car

At the main menu, press **X**, **Y**, **Z**, **Y**, **X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Ar-

cade car-select menu or press **Right** to choose a Stratos with manual transmission.)

#### SHINOBI LEGIONS

##### 999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C**, **A**, **B**. The number of Shurikens will change to 999.

##### 99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

##### Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **B**, **C**, **B**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

##### Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

#### STREET FIGHTER ALPHA

##### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

**M. Bison (Player 1)**—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then **X+Y** simultaneously.

**M. Bison (Player 2)**—Hold the **L** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**,

then **X+Y** simultaneously.

To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Akuma (Player 1)**—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.

**Akuma (Player 2)**—Hold the **L** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Dan (both players)**—Hold the **L** and **R** buttons and press **Y**, **X**, **A**, **B**, **Y**.

To choose the alternate-color Dan, press **Y**, **B**, **A**, **X**, **Y**.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **B**, **Down**, **Z**, **Right**, **X**, **Left**, **Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### VIRTUA COP

##### Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**, **Right**, **Left**, **Up**, **Up**, **Left**, **Right**, **Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Book-keeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons.

Available guns include a "Special" auto-fire weapon that never runs out of ammo. Note: If you're using the Sega Stunner gun to play the game, you can enter the cheat code at the white SEGA logo by shooting at the edges of the screen in the proper order. In other words, instead of holding the **C** button and pressing **Up**, **Down**, **Left**, **Right**, etc. on the D-pad, just shoot at the top of the screen, then the bottom, then the left side, then the right side, etc. However, entering the code with the D-pad is easier and more reliable—and because the effects of the code are automatically stored in the Saturn's internal memory, you only have to enter it once anyway.

##### Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

#### VIRTUA FIGHTER

##### Boss Code

At the character select screen, quickly press **Down**, **Up**, **Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

##### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

##### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu.

##### Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right**, **C**, **Y**, **L** and **R** at the title screen and press **START**.

##### Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

#### VIRTUA FIGHTER REMIX

##### Tips and Codes

All of the cheats and tricks mentioned above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.







# VIDEO GAMES

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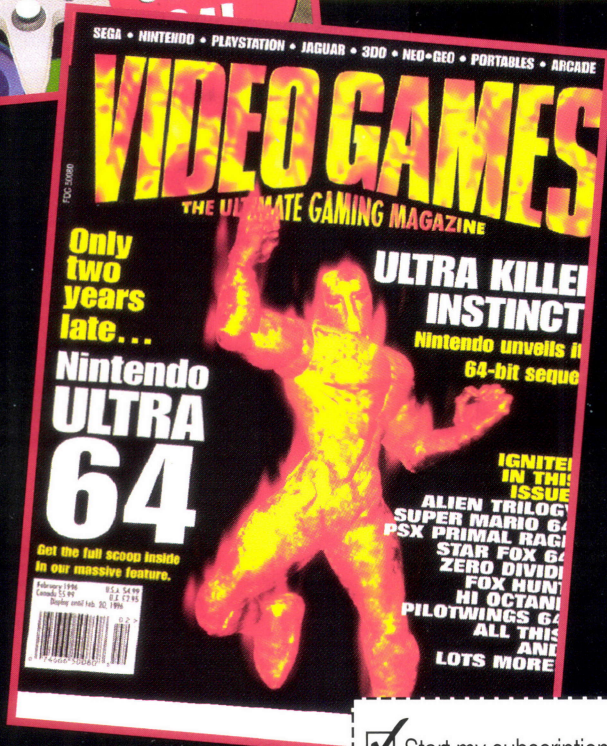
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called "Ruined Monastery".

## Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

## Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

## DOOM

### Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On:  $\Delta$ ,  $\Delta$ , L2, R2, L2, R2, R1,  $\square$

Map All Things On:  $\Delta$ ,  $\Delta$ , L2, R2, L2, R2, R1,  $\circ$

Lots of Goodies!:  $\times$ ,  $\Delta$ , L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): Down, L2,  $\square$ , R1, Right, L1, Left,  $\circ$

X-Ray Vision: L1, R2, L2, R1, Right,  $\Delta$ ,  $\times$ , Right

Level Warp: Right, Left, R2, R1,  $\Delta$ , L1,  $\circ$ ,  $\times$  (press Left or Right to change the stage number.)

### Secret Level Passwords

Level 55: Fortress of Mystery—JCGDNFL888

Level 56: Military Base—3P67ZN-BQJG

Level 57: The Marshes—JCGDNFL555

Level 58: The Mansion—BXXBX8778

Level 59: Club Doom—JCGDNFL556

## GOAL STORM

### Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right,  $\square$ ,  $\circ$ . You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

## LOADED

### Secret Cheats

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately 10 seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold L1 and L2 a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 but-

tons and enter the following codes: Down, Right,  $\circ$ , Left, Right,  $\circ$  gives you a new option called "Ammo" and Right, Right, Left, Down, Down, Up,  $\Delta$ ,  $\circ$  gives you a "Health" option. Use these new options to refill your ammunition or energy meter at any time during the game.

## MORTAL KOMBAT 3

### Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once,  $\Delta$  six times,  $\times$  six times and  $\circ$  nine times. You'll hear Shao Kahn say, "Out-standing!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

### Secret Cheat Mode

During the opening demo, quickly press  $\times$ ,  $\circ$ ,  $\Delta$ , R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press  $\times$ , L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

## NBA JAM T.E.

### Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

### Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes

must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage:  $\uparrow \uparrow \downarrow \downarrow$

$\Delta$

Powerup Dunks:  $\leftarrow \rightarrow \times \circ \times$

Powerup Defense:  $\rightarrow \uparrow \downarrow \rightarrow \downarrow \uparrow$

Powerup 3-Pointers:  $\uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow \downarrow$

$\uparrow$

Powerup Fire:  $\downarrow \rightarrow \rightarrow \circ \Delta \leftarrow$

Quick Hands:  $\leftarrow \leftarrow \leftarrow \leftarrow \rightarrow \rightarrow$

Max Power:  $\rightarrow \rightarrow \leftarrow \rightarrow \times \times \rightarrow$

High Shots:  $\uparrow \downarrow \uparrow \downarrow \rightarrow \uparrow \circ \circ \circ \circ$

$\downarrow$

Push one opponent and both fall:  $\uparrow$

$\uparrow \uparrow \leftarrow \leftarrow \leftarrow \leftarrow \circ \circ$

Push one opponent and only his teammate falls:  $\uparrow \uparrow \uparrow \uparrow \leftarrow \leftarrow \leftarrow \leftarrow$

$\circ \Delta$

Baby Mode:  $\circ \square \circ \square \circ \square$

Huge Mode:  $\Delta \times \Delta \times \Delta \times \Delta \times \Delta \times$

$\times \Delta \times \Delta \times$

Big Head:  $\Delta \square \times \circ \Delta \square \times \circ$

Mammoth Head:  $\circ \times \square \Delta \circ \times \square \Delta$

$\circ \times \square \Delta \circ \times \square \Delta$

## NFL GAMEDAY

### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the SELECT button to access the memory card screen. Press SELECT again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press SELECT; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the X button when running

STICKUM—Just like Freddy Bilet-nikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG. BOYS—Makes the linemen look bigger

CANNON.ARM—Lets your quarterback throw farther

STERIODS—Players fly farther when hit

CRUNCH.TIME—Injuries happen more frequently

PICK.CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM

URNOTREDE

EEGGCODE13

EEGGCODE14

EEGGCODE15

## RAYMAN

### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left.

(Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

## Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press START to pause, then hold the R2 button down and press  $\circ$ ,  $\circ$ , Left,  $\circ$ ,  $\circ$ . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

## Full Power-Up + 99 Lives

Press the START button to pause the game, then hold the R1, R2 and L2 buttons down and press  $\circ$ , Right,  $\square$ , Left,  $\circ$ .

## RIDGE RACER

### Title Screen Tricks

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

$\square$ : Spin left

$\circ$ : Spin right

$\times$ : Zoom in

$\Delta$ : Zoom out

START: Make the flag transparent

### Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.

### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

### Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

## STREET FIGHTER ALPHA

### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown





refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down**, then **△+△** simultaneously.

M. Bison (Player 1)—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down**, then **△+△** simultaneously.

To choose the alternate-color Bison, end the code by pressing **X+○** simultaneously instead of **△+△**.

Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Down, Down**, then **△+△** simultaneously.

Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down**, then **△+△** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **X+○** simultaneously instead of **△+△**.

Dan (both players)—Hold the **L2** and **R2** buttons and press **△, □, X, ○, △**.

To choose the alternate-color Dan, hold **L2** and **R2** and press **△, ○, X, □, △**.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### TEKKEN

##### Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the **△** button gives you rapid-fire.

##### Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1, △** and **X** on Controller 2 until the *Galaga* game starts. Now you can use the

twin ships on the first wave.

##### Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

##### Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

##### Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold **↑** on the D-pad

Paul: Hold **↗** on the D-pad

Law: Hold **→** on the D-pad

Jack: Hold **↘** on the D-pad

Nina: Hold **↓** on the D-pad

King: Hold **↙** on the D-pad

Yoshimitsu: Hold **←** on the D-pad

Michelle: Hold **↖** on the D-pad

Heihachi: Hold **L1+L2+R1+R2**

Lee: Hold **L1+L2+R1+R2+↑** on the D-pad

Kuma: Hold **L1+L2+R1+R2+↗** on the D-pad

Wang: Hold **L1+L2+R1+R2+→** on the D-pad

P. Jack: Hold **L1+L2+R1+R2+↘** on the D-pad

Anna: Hold **L1+L2+R1+R2+↓** on the D-pad

Armor King: Hold **L1+L2+R1+R2+↙** on the D-pad

Ganryu: Hold **L1+L2+R1+R2+←** on the D-pad

Kunimitsu: Hold **L1+L2+R1+R2+↖** on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

##### Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock

the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

#### TOTAL ECLIPSE TURBO

##### Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: **△, □, ○, △, □, L1, L1+R1, SELECT, SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press **△, □, L1, L1, □, △** very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

##### Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press **△, L1, □**, release **SELECT**, press **△, L1, □, △, L1, □**. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

#### TWISTED METAL

##### Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

**○ △ □ ○ ○**—Warehouse District Warfare

**X □ □ ○ ○**—Freeway Free For All

**X △ □ ○ ○**—River Park Rumble

**X □ △ △ △**—Assault on Cyburia

**△ X ○ X**—Rooftop Combat—The Final Battle

**△ X ○ □ △**—Battle with Minion

**△ □ ○ □ ○**—Secret Level: The Fight of Your Life

**△ X ○ ○**—Infinite Weapons

**△ X X**—Invincibility

**○ ○ △ X**—Helicopter Camera Angle

#### WARHAWK

##### Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

##### CHEAT CODES

**□ □ ○ ○ X △**—Preview the Epilogs

**□ □ ○ ○ X △**—Check the Special Upgrades

**△ X ○ ○ X △**—Preview the Movies

**○ ○ ○ X △ △**—Kali Mode (Powered-Up Weapons)

**□ ○ △ X △ △**—Thor Mode (9999 Flash Bombs)

**△ △ ○ △ △ X**—Infinite Weapons

**○ ○ ○ X △ X**—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

**△ X △ X △**—Desert Level

**△ X △ X △**—Pyramid Has Risen

**△ X △ X △ X**—Desert is All But Done

**○ △ X ○ ○ ○**—Canyon Level

**○ X ○ X ○ ○**—In the Canyon with Amber

**○ X ○ X ○ △**—In the Canyon with Belle

**○ X △ △ △ △**—In the Canyon with Crystal

**○ ○ ○ △ △ △**—Approaching Uma

**X △ X △ △**—Airship Level

**X ○ △ ○ ○ X**—Post-Transformation Airship

**X △ ○ X △ △**—Airship Rear Hanger is Open

**△ X X △ ○**—Volcano Level

**△ X ○ △ ○ △**—Volcano Boss is Active

**△ ○ ○ △ X △**—Gauntlet Level

**△ ○ X △ X △**—East Gauntlet Boss

**△ ○ ○ △ ○ X**—West Gauntlet Boss

**△ ○ ○ △ X △**—In with the Gatekeeper

**△ X △ X ○ ○**—Stormland

**△ X △ X ○ X**—Above 1st Force Field

**△ X △ X △ X**—Above 2nd Force Field

**△ X ○ X △ X**—Above 3rd Force Field

**△ X △ ○ X X**—Kreel's Door is Open

**△ X △ X △ X**—Face-to-Face with Kreel

#### WIEPOUT

##### Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, □** and **○** and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

##### Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

#### ZERO DIVIDE

##### Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.





## AX BATTLER— A LEGEND OF GOLDEN AXE

### Passwords

Firewood Town—IMKP IIHE OGII  
NNPH  
Turtle Village—BNLK LPAG  
HMGH NOGO  
Sand Marrow—AOEC DLCD PNFP  
FBPF  
Holmstock—EIIN PMOK PNGI  
CLJD  
Brookhill—CPGG CIAK AEF  
OPKO

## AYRTON SENNA'S SUPER MONACO GP II

### Ending Password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

## BATMAN RETURNS

### Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the 2 button to hear each sound.

## DEFENDERS OF OASIS

### Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

## ECCO: THE TIDES OF TIME

### Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, 1, 2, 1, 2, **Down**, 2, **Up**.

## FANTASY ZONE

### Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, 1, 2, 1, 2, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

### Invincibility

Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the D-pad and press 1+2 simultaneously; the Mode setting will change to "UNDEAD".

## KRUSTY'S FUN HOUSE

### Super Passwords

Level 2: SELMA  
Level 3: SCRATCHY  
Level 4: SKINNER  
Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

## LEMMINGS

### Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

## MORTAL KOMBAT

### Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

## NBA JAM

### Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and 2 and press 1.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press 1.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press 1.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold 2 and press 1.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold 2 and press 1.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press 1.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold 2 and press 1.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press 1.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press 1.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold 2 and press 1.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press 1.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold 2 and press 1.

## Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."

Shot Percentage Indicator: Press the 2 button, then press and hold 2 and **Down** until the tip-off.

"Juice Mode": Press the 1 button 13 times, then press and hold 1 and 2 until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the 1 button 15 times.

Power-Up Defense: Press the 1 button five times.

Power-Up Fire: Press the 2 button seven times, then press and hold 2 and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the 1 button 13 times.

## PSYCHIC WORLD

### Sound Test/Level Select

Press and hold **Up** and **Left**, 1 and 2 then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press 1 and 2 while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

## QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY

### Passwords

AURGH—The Stinking Dry Desert  
ZONNNK—The Stinking Wet Bayou  
YYYOWW—The Perilous Mount Hoëk  
ZOWCHH—The Great Frozen North

## SAMURAI SHODOWN

### Play As Amakusa

Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

## SHINING FORCE: THE SWORD OF HAJYA

### Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press 2. Prince Nick will appear on the screen; give him a new name, then put the cursor on

"END," hold the **START** button and press 2 again to access the character name configuration menus for the rest of your team.

## Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

## SHINOBI

### Sound Test

At the title screen, hold down button 2 and **Up** while pressing **START**.

## SONIC THE HEDGEHOG 2

### Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the lower left position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC CHAOS

### Sound Test+Fireball

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, 1, 2, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press 2 to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press 1 or 2 to make Sonic throw a fireball.

## SPACE HARRIER

### Hard Mode

Hold the 1 button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

### Easy Mode

Hold the 2 button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

## TENGEN WORLD CUP SOCCER

### Shootout Mode

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the 1 button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.



## ADVENTURE ISLAND

## Power-Ups

At the title screen, enter **0894** as your password and select **OK**. You will have 99 of each item.

## AVENGING SPIRIT

## Hard Mode

At the title screen, push **Up**, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## BATTLETOADS IN RAGNAROK'S WORLD

## Five Extra Toads

At the title screen, hold **Down**, **A** and **B**, then press **START**. You'll start the game with five lives instead of three.

## BILL &amp; TED'S EXCELLENT ADVENTURE

## Passwords

Adventure 2: New Mexico 1879, 555-4239  
Adventure 3: Ancient Greece 410 BC, 555-6767  
Adventure 4: Medieval England 1456, 555-8942  
Adventure 5: San Dimas 1,000,000 BC, 555-4118  
Adventure 6: Shopping Mall, 555-8471  
Adventure 7: School Room, 555-2989

## BIONIC COMMANDO

## Re-equip

To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.

## BLADES OF STEEL

## Sound Test

At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **B**, **A**, **START**.

## BUBBLE BOBBLE PART 2

## Stage Select

Enter **5** as your password, then press the **START** button. A stage-select menu will appear on the title screen.

## CONTRA: THE ALIEN WARS

## Stage Skip

Enter the password **H2F2**, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

## ELEVATOR ACTION

## Bonus

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

- Digit 0 or 1: Shotgun
- Digit 2 or 3: Machine Gun
- Digit 4 or 5: Pistol
- Digit 6 or 7: Grenade
- Digit 8 or 9: Heart

## FACEBALL 2000

## Secret Room/Level Warp

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25. If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.) Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find more powerups and warps to levels 45, 50 and 55.

## FINAL FANTASY

## Extra Sounds

Select the Continue option at the title screen. Highlight any saved files past level 57. Press **B** to return to the title screen. Hold **SELECT**, **B** and **START** to access Sound Test and use the **A** button to listen to the sounds.

## FINAL FANTASY LEGEND II

## Sound Test

At the title screen, press **SELECT**, **B** and

**START** at the same time. Sound and music options will appear on the screen. Change the sound selections by pressing the direction keys and listen to them by pressing **A**.

## THE JUNGLE BOOK

## Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

## JURASSIC PARK

## Stage Skip

When the title screen fades and the T-Rex opens his mouth, press **Up**, **Down**, **Left**, **Up**, **Down**, **Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next area of the game.

## KILLER INSTINCT

## Boss Code

To play as the two-headed goon, Eyedol, just choose any character. Then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT**, **START**, **B**, **A**.

## KIRBY'S DREAM LAND

## Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.  
Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

## THE LEGEND OF ZELDA: LINK'S AWAKENING

## Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

## THE LION KING

## Stage Skip

At any time during the game, press **START** to pause, then quickly press **B**, **A**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

## MORTAL KOMBAT

## Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen.

Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

## NBA JAM

## Juice Mode

At the "Tonight's Match-Up" screen, tap any button 14 times, then hold **A** and **B** until the tip-off.

## Power-Up Dunks

At the "Tonight's Match-Up" screen, press any button ten times, then hold **Down** and **A** until the tip-off.

## Power-Up Fire

At the "Tonight's Match-Up" screen, tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.

## Power-Up Turbo

At the "Tonight's Match-Up" screen, tap any button 15 times, then hold **Up** and **B** until the tip-off.

## Secret Characters

Jamie Rivett: Enter the initials **RJ**, highlight the letter **F**, press **Up**, **A** and **B** to enter the last letter.

Sal DiVita: Enter the initials **SD**, highlight the letter **T**, press **Down** and **B** to enter the last letter.

Mark Turmell: Enter the initials **WL**, highlight the letter **M**, press **Left** and **B** to enter the last letter.

Air Dog: Enter the initials **JA**, highlight the letter **T**, press **Up** and **B** to enter the letter **M**.

Chow Chow: Enter the initials **AM**, highlight the letter **Q**, press **Down**, **A** and **B** to enter the letter **X**.

Weasel: Enter the initials **MA**, highlight the letter **U**, press **Up**, **START**, **A** and **B** to enter the letter **N**.

## NBA JAM TOURNAMENT EDITION

## Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—**Left**, **Left**, **Left**, **Left**, **A**, **Right**  
High Shots—**Up**, **Down**, **Up**, **Down**, **Right**, **Up**, **A**, **A**, **A**, **Down**  
Slippery Court—**A**, **A**, **A**, **A**, **Right**, **Right**, **Right**, **Right**, **Right**  
Display Shot Percentage—**Up**, **Up**, **Down**, **Down**, **B**  
Power-Up 3-Pointers—**Up**, **Down**, **Left**, **Right**, **Left**, **Down**, **Up**  
Power-Up Goaltending—**Right**, **Up**, **Down**, **Right**, **Down**, **Up**  
Power-Up Dunks—**Left**, **Right**, **A**, **B**, **B**, **A**  
Power-Up Fire—**Down**, **Right**, **Right**, **B**, **A**, **Left**

## NINJA BOY

## Continue

To continue from the last stage you were on, hold the **A** button and press **START**.

## OPERATION C

## Ten Men

To start the game with nine fighters in reserve, after the title screen appears, press **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **Right**, **Right**, **Right**, **Right**, **A**, **B**, **START**.

## Q\*BERT

## Hidden Movie

Use this code to view the short, cartoon-like segments between the levels, all in one long scene. On the title screen press **Right**, **Up**, **B**, **A**, **Down**, **Up**, **B**, **Down**, **Up**, **B**.

## RAGING FIGHTER

## Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B** to play against the same character (same color) in a one-player game.  
Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A** to play against the same character (alternate color) in a one-player game.  
Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **A** to play against the same character (same color) in a two-player game.  
Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **B** to play against the same character (alternate color) in a two-player game.

## SAMURAI SHODOWN

## Secret Shadowdown Characters

To get three secret characters, press the **Select** button three times while Haohmaru is shown in the opening demo.

## SNOW BROS. JR

## Invincibility

When the title screen appears, hold **Left**, **Down**, **A** and **B**, simultaneously. Press **START** to become invincible.

## Bonus Bowl

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

## Select Stage

At the title screen, hold **Up**, **SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

## SPUD'S ADVENTURE

## Stage Select

Enter **BANCHOU** as your password. The message "Map Select 000" will appear. Press **Down** on the D-pad to change the Map Select number, then press **START** to begin.

## STAR TREK

## Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

## STAR TREK: THE NEXT GENERATION

## Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

## SUPER MARIO LAND 2—6 GOLDEN COINS

## Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up**, **A** and **B** and press **SELECT** at the title screen.

## Easy Mode

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

## T2: JUDGMENT DAY

## Slow Down

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

## TRACK &amp; FIELD

## U.F.O.

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

## Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

## Flowers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

## TRACK MEET

## Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against Irwin B. Cheatin.
- Enter **REGROB** and you'll face off against Jack Strop.
- Enter the name **APPLEII** to change some signs in the background to Apple II logos.

## TURRICAN

## Cheat Code

At the options screen, press **A**, **B**, **A**, **B**, **A**, **A**, **B**, **A**, **A**, **B**, **A**, **A**, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

## WARIO BLAST

## One-Player Game

To play as Wario enter the password **2264**. To play Bombberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

## WARIO LAND: SUPER MARIO LAND 3

## Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

## WHO FRAMED ROGER RABBIT?

## Passwords

Scene 2: **DLT3QYBY**  
Scene 3: **GPLDMSRC**  
Scene 4: **MMCFCGWJX**  
Scene 5: **BGQTVKJP**  
Scene 6: **RTJWNN43**

## WORLD HEROES 2 JET

## Boss Code

When the Takara logo appears, press **Right**, **Left**, **A**, **B**, and **Up**. Now you can play as the boss.





## ANDROID ASSAULT

### Cheat Mode

Press **Up, B, A, C, A, Down, B, A, C, A** at the title screen. You'll hear a jingle. Now go to the Option Mode menu and press **Left** twice to get the secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the levels and adjust the "Weapon-L" setting to power up your ship's guns.

## BATMAN RETURNS

### Stage Select

Select "Options" from the title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding **Left** on the control pad and pressing **B** while Batman's finger is over each number in this order: 1, 7, 1, 6, 7. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place. Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

### Stage Skip

Set the Game Type to "Driving Only," then hold **Left** and press **B** at each of the following numbers: 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

## BATTLECORPS

### Secret Map Option

Pause the game and press **B, A, B, A, Right, A, C, Up, START**. Now you have an on-screen map of the current stage.

## BRUTAL

### Boss Code

At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose Karate Croc at the "Choose a Character" screen.

## BLACK HOLE ASSAULT

### Cheat Mode

Enter your name as "BIGNET" in Operation BHA to win every battle easily. Just press **START** on Controller 2 during any battle, and your opponent's energy will run out as he crumples to the ground and dies!

### Hidden Game

Enter your name as "AZY" (without a period) and choose Operation BHA—you'll find a hidden Pong-style game, *Black Ball Assault*.

## CADILLACS AND DINOSAURS

### Poacher Yells

Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (on six-button controllers) during the game.

### Extra Time

Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.

### Extra Easy Difficulty

Press **C, A, Right, B** while paused.

### One More Life

Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadallac").

### Level Select

Pause the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the **D**-pad.

## CLIFFHANGER

### 99 Credits

Use Controller 2 and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the corner of the screen.

### Time Trial Snowboarding

Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu, which lets you choose from a menu of eight different time trial courses.

### Snowboard Sequences Only

To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper-left corner. Now, when you start the game, you will go directly to the first snowboard level.

### Level Skip

Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping

ahead, press **START** to pause and press **C** to skip to the next level.

## COBRA COMMAND

### Training Mode

Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left** and **Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training." In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning of the stage.

### Stage Select/Stage Skip

When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Up**. You should hear two explosions during this sequence. When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the **D**-pad to change your starting level. Once the action starts, you can skip to the end of the current stage simply by pressing **START**. Press **START** in the final stage, and you'll skip to the ending credits.

### Screen Garbage

With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

## CORPSE KILLER

### Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

### Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

## DOUBLE SWITCH

### Hidden Video Clip

Play through the game until you reach Act III. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips).

## DRAGON'S LAIR

### View Every Scene

Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpause. You will die, but the "Lives" counter will still say "5," indicating that the cheat is in place. Now you can sit back and watch as the game plays through every scene by itself.

## EARTHWORM JIM SPECIAL EDITION

### All the Cheats

Each of these cheats can be activated during the game by pressing **START** to pause, then entering the code. Each code consists of exactly eight steps; when two buttons are separated by a plus sign (e.g., "A+B") it means that those two buttons must be pressed at the same time. Cheat Menu—**A+B, C, C, A, A, B, B, B+C** Level Skip—**B, B, A, C, A+B, A+B, A+B, A+B** End Game—**A+C, A+C, A+C, A, C, B, A** Invincibility—**A+B, A+B, C, A, Right, Right, Left, Right**

### View Map—A+B, C, C, C, A, B, B, B

### Extra Life—A+Up, B, A, C, A, A, B, C

### Extra Life (once only)—A, B, C, C, A, A, C, B

### Energy Replenish—A+C, B, C, C, C, A, B

### Energy Replenish (once only)—A, C, B, C, A, B, A, C

### Weapon Replenish—A+C, A, B, B, C, A, C

### Weapon Replenish (once only)—A, B, C, B, C, A, C, C

### Plasma—C+Up, A, A, C, A, B, C, C

### Plasma (once only)—C, A, B, C, A, B, C, C

### Homing Missile—A+Right, A, A, B, A, C, B, A

### Homing Missile (once only)—A, A, C, B, A, C, C, C

### Continue—A+Down, A+Down, A+Left, A+Right, B, C, C, B+C

### Continue (once only)—A+Right, B+Up, A, C, C, B, C, A

### Groucho Marx—A, A, A, A, A, A, B, C

### Red Afro—C, A, A, A, A, A, B, C

### Black Afro—B, A, A, A, A, A, B, C

### Mick Jagger Lips—B, B, A, A, A, A, B, C

### Big Sunglasses—A, B, A, A, A, A, B, C

### Martian Ears—B, C, A, A, A, A, B, C

### Donkey Kong Head—Down+C, B, A, A, A, A, B, C

## Warp to "What the Heck?"—A, Right, A, C, C, Left, Right, A

## Warp to "What the Heck?" (Snowman)—Right, Right, Right, A, C, Left, Right, B

## Warp to "What the Heck?" (Evil the Cat)—Up, Down, Right, C, C, Left, Right, B

## Warp to "Big Bruty"—C, C, C, Left, Left, Left, Right, Right

## Warp to "Down the Tubes"—Up, Down, Left, Left, Up, Up, Up, Down

## Warp to "Tube Race"—Up, Up, Left, Left, Down, Left, Up, C

## Warp to "Snot a Problem" Round 1—C, B, C, Right, Right, Left, A, B

## Warp to "Snot a Problem" Round 2—Up, B, C, Down, Down, Down, A, C

## Warp to "Snot a Problem" Round 3—A, Up, C, Up, Up, Down, C, A

## Warp to "Level 5" (Lab)—A, B, B, Down, Right, Right, Left, Right

## Warp to "Level 5" (Falling Chicken)—A, B, C, Up, Down, Down, Down, Right

## Warp to "Level 5" (Naked Worm)—C, A, C, Left, Right, Up, Down, Right

## Warp to "Andy Asteroids" Round 1—A, Left, A, C, C, C, B, B

## Warp to "Andy Asteroids" Round 2—C, Down, A, A, Down, B, B, Down

## Warp to "Andy Asteroids" Round 3—A, Down, Left, A, C, C, A, B

## Warp to "Andy Asteroids" Round 4—A, Down, A, A, C, C, A, B

## Warp to "Andy Asteroids" Round 5—A, Left, A, C, C, Down, Up, A

## Warp to "Andy Asteroids" Round 6—A, Right, A, A, Right, B, Up, A

## Warp to "For Pete's Sake"—A, B, C, A, B, A, Down, Right

## Warp to "Intestinal Distress"—C, C, A, Right, Left, Right, B, B

## Warp to "Who Turned Out the Light?" Part 1—A+C, B, Up, Left, Right, Right, Left, Left

## Warp to "Who Turned Out the Light?" Part 2—A, B, Up, B, Left, Right, C, Up

## Warp to "Who Turned Out the Light?" Part 3—A, B, C, Up, Left, A, Right, Right

## Warp to "Who Turned Out the Light?" Part 4—A, C, Up, Left, C, Right, Left, B

## Warp to "Who Turned Out the Light?" Part 5—C, B, Up, Down, Left, Right, Right, Left

## Warp to "Buttville" (Helicopter)—B, B, Down, Down, A, Right, Right, Down

## Warp to "Buttville" (Queen)—A, C, Left, Right, B, Left, Left, Down

## Warp to "Pscrow!"—C, B, Up, Down, Down, Right, Down, Right

## ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

### Secret Characters

To activate 12 secret characters, play a game in any mode until the "Final Statistics" screen appears after a match. After the words "Press **START** to Continue" appear on the Statistics screen, enter one or all of the following codes on Controller 2. (Note: You must use a six-button controller to enter these codes.) You'll hear a tone after each code to confirm that you've entered the proper sequence. Once the codes are in place, exit the game and return to the main menu. The next time you return to the character-select screen, the fighters you activated will be on it.

### Chin Wo—B, Z, Up, MODE, Right, C, B, Up, Y, Up

### Blast—Z, Left, Y, Up, X, B, MODE, Right, Up

### Thanatos—MODE, C, Y, A, B, Up, B, Y, Z, C

### Yappy—Y, Y, Up, Down, Z, MODE, Down, Z, Up, X

### Hooter—X, C, Right, X, B, Right, Z, A, MODE, Up

### Crispy—MODE, Up, C, Up, MODE, Y, Y, Right, MODE, A, Left

### Slither—B, Y, Up, Up, C, X, Left, Up, X, Y

### Zuni—Y, X, Down, B, MODE, Up, X, Up, Up, Left, Z, Up

### Senator—Right, C, C, Left, MODE, B, Down, X, A, X, MODE

### Eternal Champion—C, Left, Y, B, MODE, X, Right, C, MODE, Down, Down, Right

### Eternal Champion 2—X, Z, A, MODE, Down, Left, C, B, Right, Y, Up, MODE, Y, C

### Dark Eternal Champion—Up, C, B, B, X, Right, Left, C, X, Right, Y, Left, Down

### Cheat Code

Access the "Final Statistics" screen as described above. After the words "Press **START** to Continue" appear on the screen, press **Y, A, B, B, A, Down, A, B, A, Down, Up, Up, Z, Z, Y** on Controller 2; you'll hear a tone to confirm the code. With this code in place, you can enter the following cheats on Controller 1 during a match:

### No energy (Player 1)—Press **START** to pause, then press **A, A** and unpause.

### No energy (Player 2)—Press **START** to pause, then press **B, B** and unpause.

### No music—Press **START** to pause, then press **C, C** and unpause.

### Refill energy (Players 1 and 2)—Press **START** to pause, then press **X, X, X** and unpause.

## Reduce attack damage (Players 1 and 2)—Press **START** to pause, then press **Y, Y, Y** and unpause.

## Refill inner strength (Players 1 and 2)—Press **START** to pause, then press **Z, Z, Z** and unpause.

## 20% energy (Players 1 and 2)—Press **START** to pause, then press **Left, Left, Left, A** and unpause.

## Fight the Eternal Champion in your next battle (Player 1)—Press **START** to pause, then press **Right, Right, Right, A** and unpause.

## Fight the Dark Eternal Champion in your next battle (Player 1)—Press **START** to pause, then press **MODE, MODE, MODE, A** and unpause.

### Power Combos

To receive ten seconds of unlimited strength, you must perform an unblockable combo which ends with a Special or Skill move and inflicts at least 33% damage.

### Cinekills

To activate a Cinekill, you must perform a Power Combo in the final round of a match which makes your opponent dizzy and leaves him or her with 20% health or less.

## FIFA INTERNATIONAL SOCCER

### Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

### Invisible Walls: Press **C** three times, **B, A** three times, **B**. Now the ball bounces back onto the field if kicked over a line.

### Curve Ball: Press **B, A, C, B, C** twice. Any ball you kick into the air can be curved to an insane degree with the control pad.

### Crazy Ball: Press **C, A, B, C** twice, **B, A, C**. The ball's physics are changed so that it bounces in some extremely bizarre ways.

### Dream Team: Press **A** twice, **B** twice, **C** twice, **A** twice. Your team is transformed into an unbeatable menace by turning up all of the players' attributes.

### Super Power: Press **B, A, B** eight times. Your players gain 25% more kicking power on kicks, passes and shots.

### Super Goalie: Press **A** five times, **B** five times. Your goalie now becomes godlike in speed and ability.

### Super Offense: Press **A** five times, **B, C**. Your team's offensive skills are improved measurably.

### Super Defense: Press **B** five times, **C, B**. Your team's defensive skills are magically increased.

## FINAL FIGHT CD

### Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold **A, B** and **Right**, and press **START** while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid-fire.

## JURASSIC PARK

### Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the **START** button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage or press **START** to access a second menu called "JP-CD Video Sequences." It allows you to view all of the video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

## KEIO FLYING SQUADRON

### Secret Game

At the "Start Game/Option" screen, press **Left, Left, Right, Right, Down, Up, Down, Up**. A hidden "Super Catch Game" will appear when you start a game.

### Stage Select

Enter the code **Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right**. A stage select number will appear at the top of the screen if you did the code correctly.

## LOADSTAR: THE LEGEND OF TULLY BODINE

### Mort-Pong

When Mort appears on-screen, pause the game and enter the code **C, A, Left, Left, A, C, A, Left, Left, A, C, A, Down, Up, Up, Z, Z, Y** on Controller 2; you'll hear a tone to confirm the code. With this code in place, you can enter the following cheats on Controller 1 during a match:

### No energy (Player 1)—Press **START** to pause, then press **A, A** and unpause.

### No energy (Player 2)—Press **START** to pause, then press **B, B** and unpause.

### No music—Press **START** to pause, then press **C, C** and unpause.

### Refill energy (Players 1 and 2)—Press **START** to pause, then press **X, X, X** and unpause.

### LUNAR: ETERNAL BLUE

### Secret Epilogue

After the credits roll and the system reboots, check your saved game slots; you should find a new saved game called "Epilogue." Access this slot just as you would load any other saved game and you'll continue *Eternal Blue* with another four to six hours of gameplay. Once









## BATTLESPOUT

## Secret Character

At the title screen—when the words “Press Start to Continue” are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now choose an exhibition match or the “instant action setup” and you’ll find a powerful secret character named Kubo who can be chosen as your opponent.

## Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now start the game in any mode; when it’s time to choose a vehicle, you’ll find a new tank called the Invader. It has a top speed that’s equal to the Runner and its acceleration is better than any other available tank.

## BURNING SOLDIER

## Cheat Menu

At the Option menu—the one that says “Music Volume, Player Mode”, etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile (“None”) means the enemies don’t shoot at you; Always Boss Clear (“Yes”) means you automatically defeat each boss; Data Stream Jump (“Exist”) means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2; Area Select Menu (a Stage Select); Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

## CORPSE KILLER

Armor-Piercing Bullets and Datura Quests. If you call up the Cay Noir map and there aren’t any APB or Datura quests, just flip between the “Satlink Map” and “Datapod Info” icons until the “APB Quest” and “Datura Quest” icons appear.

## Extra Datura Bullet

If you don’t have any Datura bullets, you’re in trouble if a Strawman or Reaper appears, because they can’t be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don’t waste it.

## DEMOLITION MAN

## Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

## Stage Select

Pause the game on any level, then press **L**, **A**, **Up**, **Down**, **R**, **Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include: GMOVE—see the FMV footage for a losing game; GMWNNR—see the “good” ending; SCORS—high-score screen; CRDTS—see the end-game credits; LSTNG#BTH—the game’s sound test menu; LOGOS—reset the machine.

## DOOM

## Cheat Codes

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won’t work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence: See the entire map—**L**, **R**, **A**, **Left**, **Left**, **Up**, **A**, **C**. See all of the items on the map—**L**, **R**, **Right**, **Up**, **B**, **Left**, **R**. God Mode (invincibility)—**Up**, **Right**, **A**, **B**, **A**, **Down**, **A**, **L**. All weapons and keys—**A**, **Left**, **A**, **B**, **A**, **Right**, **A**, **C**, **A**. Start at any level—**L**, **Up**, **C**, **C**, **R**, **Down**, **A**, **Left**, **Left**. (Once you’ve entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main

menu, where you’ll be able to access all 23 missions.)

Two extra screen sizes—**Up**, **Right**, **L**, **Up**, **Right**, **Right**, **R**, **A**, **Left**. (Once you’ve entered this cheat, press the **X** button and access the “screen size” function at the option menu; you’ll find that there are two additional screen sizes to choose from, both of which are larger than the largest default setting.)

## FIFA INTERNATIONAL SOCCER

## Cheat Codes

Each of the following codes should be entered with the **A**, **B**, **C**, **L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: **A**, **B**, **B**, **A**, **C**, **A**, **B**, **A**, **B**, **B**, **A**, **C**, **A**, **B**, **A**, **R**, **R**, **A**, **C**, **A**, **C**, **A**  
Crazy Bounce: **L**, **A**, **B**, **A**, **R**, **R**, **A**, **C**, **A**, **C**, **A**  
Laser Ball: **L**, **A**, **C**, **R**, **B**, **A**, **L**, **L**  
Giant Player: **B**, **A**, **B**, **A**, **R**, **B**, **A**, **B**, **A**, **R**  
Big Ball: **B**, **C**, **B**, **A**, **L**, **A**, **B**, **A**, **L**, **L**  
Metallic Men: **B**, **A**, **R**, **C**, **L**, **B**, **A**, **B**, **A**  
Beefcake Mode (shirtless players): **R**, **A**, **L**, **B**, **A**, **C**, **L**, **A**, **B**, **A**  
Radical Curve: **C**, **A**, **R**, **C**, **A**, **B**, **R**, **A**, **B**, **B**, **L**  
Brute Mode: **R**, **A**, **B**, **A**, **C**, **L**, **L**, **B**, **A**, **C**, **L**  
Hot Potato: **C**, **R**, **A**, **B**, **B**, **R**, **L**, **A**, **B**, **A**, **B**, **B**, **R**

## FOES OF ALI

## Cheat Mode

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the “Pause” menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret “Cheat Codes” menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.

TEAM—Shows a photo of the *Foes of Ali* design team.

PREBEG—Shows a photo of European middle-heavyweight champion Ivan Prebeg.

CROWD—Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.

ZIPPY—Speeds up the game’s frame rate slightly.

AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

AIAT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)

PADC—This code activates Controller 3 for special cheat functions; let’s hope you’ve got a third controller. Once you’ve entered this code, the buttons on Controller 3 will have the following effects:

**A:** Knock down Boxer 2 for six seconds.  
**B:** Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

**L** button: End the current round and immediately advance to Round 10.

## Low Blows

You may have thrown a few low blows from time to time by accident, but here’s how to do them on purpose: Point the D-pad diagonally in the **Down/Left** position and press **A** to throw a low blow with your left hand, or point **Down/Right** and press **B** for a low right. Don’t do this too often or you’ll be penalized; you can also be disqualified for low blows.

## GEX

## Free Power-Ups

Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code.

• Blue Firefly (ice balls): Pause, hold the **R** button and press **Left**, **C**, **Down**, **B**, **Left**, **Up**, **Right**, **B**, **A**, **Left**, **Down**.

• Red Firefly (fireballs): Pause, hold the **R** button and press **Left**, **C**, **Down**, **Right**, **Right**, **Down**, **B**, **A**, **Left**, **Left**, **Down**.

• Yellow Firefly (electricity): Pause, hold the **R** button and press **Left**, **C**, **Down**, **Right**, **Right**, **Left**.

• Grasshopper (jump higher): Pause, hold the **R** button and press **Left**, **C**, **Down**, **Right**, **Up**, **B**, **B**, **Right**, **Right**.

• Centipede (run faster): Pause, hold the **R** button and press **Left**, **C**, **Down**, **Right**, **Up**, **Up**, **Right**, **Right**.

• Caterpillar (invincibility): Pause, hold the **R** button and press **Left**, **C**, **Down**, **Up**, **Up**, **C**, **Left**, **Right**, **A**, **Right**.

## 99 Lives

Press the **P** button to pause the game, then hold the **R** button and press **Left**, **C**, **Down**, **Down**, **Right**, **A**, **C**, **Up**, **Left**, **A**.

## Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left**, **C**, **Down**, **Left**, **Right**, **Up**, **Right**, **Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn’t make it into the final game.

## GRIDDERS

## Level 25 Code

At the options menu, highlight the **EXIT** option and hold the **X** button. Press **L**, **A**, **X** (you have to release the **X** button and then press it again). Now you can practice on the secret level 25 (Telepods).

## Practice Any Level

At the options menu, highlight **EXIT** and hold **X**. Press **B**, **A**, **R**, **X** (as you did for level 25). Now you can practice any level.

## Level Skip

At the options menu, highlight **EXIT** and hold **X**. Press **P**, **A**, **R**, **A**, **L**, **A**, **X** (as in the other cheats). Then, start a new game and press one of the following button combinations:

- Press **R+A** to skip ahead one level
- Press **R+B** to skip ahead five levels
- Press **R+C** to skip ahead ten levels
- Press **R+L** to skip back one level.

## GUARDIAN WAR

## Cheat Menu

Start a new game or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L**, **R** and **C** buttons one after another. The flags should stop flapping. Now press **Up**, **Down**, **Left**, **Right** and a Japanese-text menu appears. Here’s what each of the 14 options does, from top to bottom:

- **Load Game:** Load a saved game or start a new game.
- **Equip:** Examine and equip characters, similar to the Equipment option on the regular menu.
- **Shop:** Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.
- **Gems +10000:** Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.
- **No Battles:** Prevents enemies from attacking you, although you can’t attack them either. Can be toggled on and off.
- **Coordinates:** Shows you X and Y coordinates of your location when in a location, and also your “coordinates” on the main map. Can be toggled on and off.
- **Free Movement:** You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.
- **All Attacks:** You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.
- **God Mode:** You don’t lose any HP or MP during battle. Can be toggled on and off.
- **Map Detail:** Gives you a mind-numbing amount of detail when examining the map of a location.
- **???:** Unknown.
- **???:** Unknown.
- **Basic +1:** Increases the basic level of the currently selected Golem by 1.
- **Class +1:** Increases the class level of the currently selected body or sub-body by 1.

## THE HORDE

## Cheat Codes

The cheat mode works by spelling out words with the 3DO controller. There are six letters: **U** (**Up** on the control pad), **D** (**Down**), **L** (**Left**), **R** (**Right**), **O** (**Button A**) and **T** (**Button B**).

To enter the cheat mode, start the game, then hold **Up** on the control pad and hold down the **A** and **B** buttons before pausing the game. While paused, push one of the following words, then unpauses to activate the cheat.

**DOLLDOOR** (**Down**, **A**, **Left**, **Left**, **Down**, **A**, **A**, **Right**): You immediately finish the current habitat and return to the castle.

**LOOTLORD** (**Left**, **A**, **A**, **B**, **Left**, **A**, **Right**, **Down**): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.

**LOUDDOOT** (**Left**, **A**, **Up**, **Down**, **B**, **A**, **A**, **B**): The entire map of the current habitat is revealed.

**ODDDROD** (**A**, **Down**, **Down**, **Right**, **A**, **Down**): This cheat allows you to continue playing even if the entire village is destroyed.

**ROLLOUT** (**Right**, **A**, **Left**, **Left**, **A**, **Up**, **B**): Watch all of the full-motion video sequences

in the game, one after another.

**TROLLDROOL** (**B**, **Right**, **A**, **Left**, **Left**, **Down**, **Right**, **A**, **A**, **Left**): All items and weapons in the game become available for purchase.

**TROT** (**B**, **Right**, **A**, **B**): Chauncey runs around the map twice as fast as normal, as if he’s using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

**TURDODOR** (**B**, **Up**, **Right**, **Down**, **A**, **Down**, **A**, **Right**): Chauncey becomes invulnerable to damage.

## JAMMIT

## Special Passwords

Use the following passwords with Roxy to access different options:

**DKRBNSN:** 2 Hot  
**STPHKRR:** Poison  
**SSNNHYDN:** Frenzy  
**JNFRBCN:** In 2 it  
**LRNCHLS:** Sweat  
**PLWRHDS:** Slams Only  
**STWSPKN:** Cutthroat  
**BBSSKNR:** Boss

## JOHN MADDEN FOOTBALL

## Giant and Midget Refs

While playing, pause the game and press **Right**, **Down**, **Left**, **Up**, **Right**, **Down**. You’ll hear the referee’s whistle blow, signaling his newfound physique. When you continue the game, you’ll find that the ref has become a giant.

To make the referee small, pause the game and press **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. When you hear the whistle, you’ll have a midget ref.

## KILLING TIME

## Cheat Mode

Start a new game and enter your name as “EVOGRAH” (be sure to start with the period). Highlight “OK” and press **A**; the screen will darken and the name will disappear. Now you can enter a “name” to start at different levels with different power-ups according to the following formula: The first two characters should be periods (“..”) followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try **AT**, **A1**, **A2**, **A3**, **A4**, **A5**, **A6**, **BL**, **CY**, **C1**, **DN**, **EW**, **E1**, **E2**, **G3**, **GH**, **H1**, **H2**, **H3**, **K2**, **LB**, **LG**, **L1**, **SW**, **S1**, **S2**, **S3**, **UH**, **UW**, **U2**, **U3**, **U4**, **WC**, **WW**, **W1**, **W2**, **W4**, or **WS**. Next, add one or more of the following characters to the password for other bonuses:

**A**, **B**, **C**, **E**, **H**, **L**, **M**, **N**, **R**—Winged Vessels  
**0**, **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, **9**—Keys

**D**—Double Pistols

**F**—Flamethrower

**S**—Shotgun

**T**—Tommy Gun

**Q**—Map coordinates

**V** or **X**—100% health

**W**—75% health

**I**—Invincibility

Here’s a sample “player name” that was created using the above information: Enter “..UH1234ABCDEFI” to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

## MAD DOG MCCREE

## Pause/Continue Trick

If you get shot by a bad guy, quickly press the **PLAY** button, then click on the **CONTINUE** option. You’ll reenter the game at a point just before the bad guy who shot you.

## MAZER

## Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- Press **C**, **A**, **B**, **A** to start the stage with one Super Shield.
- Press **B**, **A**, **C**, **C**, **B**, **A** to start the stage with 30 rounds of Triple Attack power.
- Press **B**, **C**, **A**, **C**, **A** to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

## Ultra Power-Up

As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press **A**, **C**, **A**, **B**, **B**. You’ll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

## Blood Feud

Before the start of any level in a two-player









## ATARI JAGUAR SYSTEM

### Atari Screen Tricks

At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

## ALIEN VS PREDATOR

### Code 1

This code only helps players using the Marine. Start the game, then hold **PAUSE** and **OPTION**. Simultaneously press and release **1+3** keys simultaneously; the word "PAUSED" will disappear, but the game will still be paused. While continuing to hold **PAUSE** and **OPTION**, press **2+5+7+9** at exactly the same time. You'll hear the Predator laugh. The following functions have now been enabled:

Security Clearance: Press **OPTION+6** to raise security level. Press **OPTION+9** to lower security level.

Motion Tracker: Press **OPTION+8** to toggle tracker on and off.

Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.

All Weapon Recharge: Hold **OPTION+1**, **2**, **3** and **4** at the same time.

### Code 2

This code is for Predator, Alien or Marine players. Start the game, press **PAUSE**, then **OPTION**, then **6**, then **1+3** at the same time, then punch in the following code: **B, A, 9, A, 9, A, \*, OPTION, 6, #, \*, \*, OPTION, 2, OPTION**. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of ammo, as the bars will replenish themselves as long as you had something from the start. That is, if you don't have any smart-gun ammo when you activate the cheat, you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows:

**OPTION+A** raises you a level in the base. **OPTION+B** lowers you a level in the base. **OPTION+5** toggles Cheat Mode on and off.

## BUBSY IN FRACTURED FURRY TALE

### Passwords

Level 2—392652  
Level 3—458227  
Level 4—958936  
Level 5—739294  
Level 6—184792  
Level 7—812615  
Level 8—781367  
Level 9—126712  
Level 10—236721  
Level 11—673167  
Level 12—792323  
Level 13—672328  
Level 14—782389  
Level 15—672345

## CHECKERED FLAG

### Night Driving

Go to the Options menu and highlight "Weather." Then press **8, 4, 7** and **3**.

## CLUB DRIVE

### Secret Stage

Choose the "World" option; at the map screen, press **2** and **4** on the keypad. When you return to the main menu, you'll see a new world called "Planet Todd."

### Change Camera Angle

During the game, press **6** and **8** on the keypad to get three rows of debug numbers in the corner of the screen. Now try pressing different numbers on the keypad to get different camera angles.

## CYBERMORPH

### Unlimited Special Weapons

Press **OPTION** at the title screen. When the option menu comes up, press and hold buttons **1, 3, 5, 7, 8** and **9**; you should hear a weird laser-like tone. Now when you find special weapons you can keep them, because they'll never be used up when you fire them.

### Sector Passwords

Sector 1: Access Code 1008  
Sector 2: Access Code 1328  
Sector 3: Access Code 9325  
Sector 4: Access Code 9226  
Sector 5: Access Code 3444  
Secret Bonus Sector: Access Code 6009

## DEFENDER 2000

### Flossie's Revenge

Play the game in "Plus" mode until you've got a score that's good enough to earn a spot on the High Score table. Once you're there, enter your name as "OVINE". Now highlight "Plus" mode and start the game with the **A** button instead of **B**; you'll be playing programmer Jeff Minter's

llama-ized version of *Defender*, called *Flossie's Revenge*. Try entering the name "NOLAN" on the High Score table for another possible trick.

## DOOM

### "God Mode" (Invincibility)

Start the game and press the **PAUSE** button. Hold down the star button (\*) and press **PAUSE** again. You'll see your character's eyes turn yellow, indicating that you are invincible.

### Full Power-Up Charge

Start the game and press the **PAUSE** button. Hold down the pound button (#) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.

### Level Warps

To skip levels, start the game and press the **PAUSE** button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.

Area 1: Hold **C+1** and unpause  
Area 2: Hold **C+2** and unpause  
Area 3: Hold **C+3** and unpause  
Area 4: Hold **C+4** and unpause  
Area 5: Hold **C+5** and unpause  
Area 6: Hold **C+6** and unpause  
Area 7: Hold **C+7** and unpause  
Area 8: Hold **C+8** and unpause  
Area 9: Hold **C+9** and unpause  
Area 10: Hold **A** and unpause  
Area 11: Hold **A+1** and unpause  
Area 12: Hold **A+2** and unpause  
Area 13: Hold **A+3** and unpause  
Area 14: Hold **A+4** and unpause  
Area 15: Hold **A+5** and unpause  
Area 16: Hold **A+6** and unpause  
Area 17: Hold **A+7** and unpause  
Area 18: Hold **A+8** and unpause  
Area 19: Hold **A+9** and unpause  
Area 20: Hold **B** and unpause  
Area 21: Hold **B+1** and unpause  
Area 22: Hold **B+2** and unpause  
Area 23: Hold **B+3** and unpause  
Area 24: Hold **B+4** and unpause

## EVOLUTION: DINO DUDES

### Turn Off the Timer

At the password screen, press <AC> to clear out the password and enter TIME STANDS.

Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear out the password and enter STILL FOREVER. Press <OK> and you hear a belch to indicate that the timer has been deactivated.

### Infinite Dino Dudes

This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter ONCE DEAD and press <OK>. After the thunderclap, press <AC>, enter TWICE BORN and press <OK> to hear the belch. You now have infinite Dino Dudes.

### Passwords

Level 10: HARD ROCK  
Level 20: LOG PLUME  
Level 30: TRIBAL DANCE  
Level 40: SOUR BELLY  
Level 50: FREE WHEELING  
Level 60: SCHOOL ZONE  
Level 70: NEVER READY  
Level 80: SPACE TO LET

## FLASHBACK

### "Easy" Passwords

Planet Titan—LETY  
New Washington—BOXER  
Death Tower—EAGLE  
Earth—STKTON  
Secret Base—TICKET  
Morph Planet I—SUITE  
Morph Planet II—PHASER  
"Medium" Passwords  
Planet Titan—RISING  
New Washington—ORDO  
Death Tower—PROFIT  
Earth—PRIZE  
Secret Base—SKAEPS  
Morph Planet I—HITTER  
Morph Planet II—TWIN  
"Expert" Passwords  
Planet Titan—RODEO  
New Washington—BINGO  
Death Tower—LSTED  
Earth—DARTS  
Secret Base—BUDDY  
Morph Planet I—MUSIC  
Morph Planet II—SHOGI

## HOVER STRIKE

### Night Missions

Press **Up+A+B+C+7** simultaneously at any time during game play to turn the current stage into a night mission.

### Secret Codes

Each of the following codes works at the Mission Select screen.

- Rotate the globe: Press **4** or **6**
- Jump ahead one level: Press **2+4+6+7+8+9** simultaneously
- Extra Lives: Press **3+6+9+#** simultaneously
- Alternate graphics for external monitor view: Press **C+Right+1+4+5**





- **Invincibility:** Press **3+4+6+7+Down**
  - **Secret Bonus Mission Level 1:** Press **2+3+6+Up**
  - **Secret Bonus Mission Level 2:** Press **2+6+7+8+Down**
  - **Secret Bonus Mission Level 3:** Press **3+5+6+Right**
  - **Secret Bonus Mission Level 4:** Press **2+5+6+Up**
  - **Secret Bonus Mission Level 5:** Press **3+4+6+7+Down**
- Note: To access a secret bonus mission, enter the code, then cycle through the available missions until you see a photo of the game's development team.

## IRON SOLDIER

### Insane Mode

Press **6, 8, 2, 4** at the Options screen. Now there's a new difficulty setting called "Insane." **Unlimited Firepower** Press **2, 7, 2, 8, 3, 7** at the Options screen. **Stage Select/Weapon Select** Press **3, 7, 6, 6, 8, 2, 4, 2** at the Options screen, then start the game. Now you can choose any level and arm yourself with any weapon.

## KASUMI NINJA

### Character vs. Same Character

At the Game Options menu, select "Change Code" under the Gore Code option. (If you haven't entered a Gore Code, you must do so before activating this trick.) At the "Please Enter Your Gore Code" window, hold **A+C** on Controller 2 and press **6, 2, 1, 5, 4, 4** on Controller 1. A message will appear that says "Wrong code!" but then you'll hear one of the fighters say, "Ha!" to confirm that the cheat is in place. Now start the game in Vs. mode and you'll find that both players can choose the same character.

### Tiny Player 1

As described above, at the "Please Enter Your Gore Code" window, hold **A+C** on Controller 2 and press **7, 4, 3, 8, 7, 1** on Controller 1. A message will appear that says "Wrong code!" but then you'll hear a whooshing sound to confirm that the cheat is in place. Now start the game and you'll find that Player 1 is as tiny as a bug..

### Death Moves

Note—All death moves are performed while close to your opponent except for Danja, who must be standing far away. Also, all of these moves

are much easier to perform if you hold the **C** (Block) button when doing them.

Alaric: **Forward, Back, Forward, B**

Chagi: **Forward, Back, Forward, A**

Angus MacGreggor: **Forward, Back, Down**

Danja: **Up, Up, Back**

Senzo: **Up, Down**

Habaki: **Back, Up**

Pakawa: **Forward, Down, Forward, Back, Up, Down**

Thundra: **Up, Up, Forward**

## PRIMAL RAGE (CD)

### Cheat Menu

When the jungle noises start and the title screen starts to appear, quickly press **Right, Right, Left, Left**, repeating the code several times until you see flashes of lightning on the screen. If you can't get the code to register before the demo appears, just press **B**, then **C** to return to the title screen and try again. Once the code is in place, you'll see a new option called "Cheat" at the main menu. "Invis Pause" lets you pause the game without obstructing the screen and "X" gives you "one-hit kills", i.e. the first fighter to hit his opponent will kill him instantly. "Easy Fatalities" should make it easier to do finishing moves.

## RAYMAN

### Cheat Codes

Each of the following codes must be entered during the animation sequence at the beginning of the game. To enter several different codes, you must enter the first code, then wait for the demo to return to the opening sequence before entering the next, and so on: **Hidden "Breakout" game**—Press **1, 3, 6, 4**. **50 lives**—Press **5, 1, 5, 2, 5, 3**. **Access all abilities & levels**—Press **1, 3, 5, 7, 9**. **See end credits**—Press **2, 5, 5, 2**.

## SUPER BURNOUT

### Turbo Boost

At the title screen, press **1, 9, 6, 7, 2**; you'll hear a tone to confirm the code. Now start a game using automatic transmission; when your speed maxes out at 175 mph, press the **C** button for a turbo boost that can send you flying at speeds of over 300 mph.

### Secret Bike

At the title screen, press **2, 1,**

**7, 9, 4**; you'll hear a tone to confirm the code. You now have access to a hidden bike called the Punisher.

## SYNDICATE

### Cheat Codes

Enter your company name as "WATCH THE CLOCK" to speed up the game clock.

Enter your company name as "TO THE TOP" to start with access to all missions and weapons.

Enter your company name as "ROB A BANK" to start with 100,000,000 in funds.

## TEMPEST 2000

### Level Skip

This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down **1, 4, 7** and **\*** on the numeric keypad and pressing **A**. If you've done it right, you will hear a slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game by pressing **OPTION**.

### Bonus Stage Warp

First choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the **3** and **6** keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** to warp to the next between-round bonus level.

## TREVOR McFUR IN THE CRESCENT GALAXY

### Super Cheats

You'll need two controllers. Press **1, 1, 9, 3** on Controller 1 at the title screen. Start the game and enter the following cheats on Controller 2:

Press **A** on Controller 2 to speed up foreground graphics.

Press **B** on Controller 2 to slow down foreground graphics.

Press **C** on Controller 2 to fire the current special weapon without using it up in your inventory.

Press **4** on Controller 2 to become invincible.

Press **OPTION** on Controller 2 to warp to the next stage.

## VAL D'ISERE SKIING & SNOWBOARDING

### Cheat Menu

Press **4, 0, 8, 5, 7, 4, 1, 4** at the mode select menu.

## WOLFENSTEIN 3-D

### Music Test

Press the **#** key on the control pad while the sphere is rotating before the title screen.

### Level Select

Put the star next to "New Game" at the main menu screen and hold the **1, 3, 7** and **9** buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

### Invincibility

Enter **4, 6, 6, 8** to become invincible. You'll see a gold band appear around B.J.'s head. Repeat this code to turn it off.

### Finish and Restart Level

Type **4, 6, 9, 6** to end the current level and restart at the beginning.

### Level Skip

Type **4, 7, 8, 6** to finish the level you are on and skip to the next stage.

### Debug

Type **4, 8, 8, 7** to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.

### Full Weapons, Ammo and Keys

Type **4, 9, 9, 6** and you will get the big guns, ammo and keys.

## ZOO L2

### Skip to Blueberry Hill Stage

Press **7, 7, 7, 4, 9** at the options screen.

### Skip to Tooting Common Stage

Press **8, 8, 5, 6, 3** at the options screen.

### Skip to Snaking Pass Stage

Press **3, 3, 6, 6, 6** at the options screen.

### Skip to Mount Ices Stage

Press **1, 1, 9, 6, 8** at the options screen.

### Skip to Mental Blockage Stage

Press **9, 1, 2, 6, 6** at the options screen.

### Make the Bonus Round Appear After Every Level

Press **3, 1, 8, 6, 7** at the options screen.

### Invincibility

Press **1, 1, 2, 7, 5** at the options screen.

### 99 Lives

Press **3, 1, 9, 6, 5** at the options screen.





**Codes for use with  
Galoob's Game Genie  
Video Game Enhancers**

**AAAHH!!! Real Monsters  
Super NES**

C282-04A7—Infinite energy  
DD8E-4DD7—Infinite garbage  
4DC8-0FAF—Get 20 for each trash bag  
88C8-0FAF—Get 100 for each trash bag  
DDC0-3FDF—Infinite lives  
DDAA-1464—Infinite scares  
D7CE-6F6D—1-ups worth 3  
D9CE-6F6D—1-ups worth 5  
DBC7-17FC—Start with 10 lives  
0BC7-17FC—Start with 50 lives  
FD69-37BF—Start with 10 special scares  
4D69-37BF—Start with 20 special scares  
D4CA-AF0D—Monster books are worth 2  
FDCA-AF0D—Monster books are worth 10  
D4CB-A7DD—Most health power-ups worth more

**Sid Meier's Civilization  
Super NES**

BB04-EF74 + BB04-EF54—Start with more money  
EE04-EF74 + EE04-EF54—Start with a lot more money

**WWF WrestleMania:  
The Arcade Game  
Super NES**

C9D2-8FDA—Do mega damage and don't die  
3CF0-7B91—Infinite time  
4DDF-7D6A—Opponent starts with 1/4 energy  
0EDF-7D6A—Opponent starts with 1/2 energy  
CBF0-84DE + 6DF0-84AE—Combo meter is maxed out



**Codes for use with  
Interact Game Products'  
Game Shark Video Game  
Enhancers**

**Virtua Fighter 2  
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160E0032-0782—Infinite time  
160E0038-0010 + 160E001A-0002—Play under water

**Sega Rally  
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)  
16040018-0003—Select Lakeside track

**Corpse Killer  
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)  
16050D0E-0063—Infinite Datura bullets

**Mortal Kombat 3  
PlayStation**

801cbc38-00a6—Infinite energy (Player 1)

**Total Eclipse Turbo  
PlayStation**

80078DD4-0003—Infinite plasma bombs

**DefCon 5  
PlayStation**  
800D53AC-0014—Infinite ammo



**Codes for use with the  
3DO Game Guru Video  
Game Enhancer**

**BattleSport  
3DO**

LJTJVXF—Choose Stinger in Tournament mode  
JHTJVXF—Choose Invader in Tournament mode  
HFTJVXF—Choose T-Shark in Tournament mode  
ZDTJVXF—Choose Repulse in Tournament mode  
XWSJVXF—Choose Scorpion in Tournament mode  
VUSJVXF—Choose Brawler in Tournament mode  
TSSJVXF—Choose Stingray in Tournament mode  
MLSJVXF—Choose Past-Time in Tournament mode  
KJSJVXF—Choose Quazar's in Tournament mode  
IHSJVXF—Choose B'Sotto in Tournament mode  
HWXIVXF—Play against Arson in Tournament mode  
GVXIVXF—Play against Snyder in Tournament mode  
ZUXIVXF—Play against Rage in Tournament mode  
YTXIVXF—Play against Shadow in Tournament mode  
XSXIVXF—Play against Bull in Tournament mode  
RMXIVXF—Play against Bog in Tournament mode  
QLXIVXF—Play against Kubo in Tournament mode  
PKXIVXF—Play against Ariana in Tournament mode  
OJXIVXF—Play against Veteran in Tournament mode  
NIXIVXF—Play against Androminus in Tournament mode  
MHXIVXF—Play against Pthark in Tournament mode

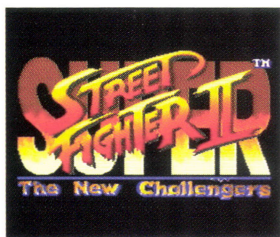




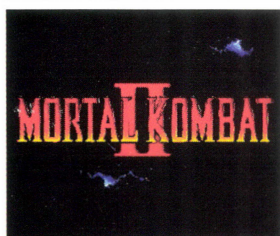
## FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **March 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Bab-bage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

### GENESIS



1. \*NOTHINGNESS (Philadelphia, PA)—110 wins
2. -(O.G.187)- (Los Angeles, CA)—93 wins
3. Crass (Los Angeles, CA)—81 wins
4. Cyrin (Charlotte, NC)—80 wins
5. SKOALMAN (MWP) (Lansing, MI)—65 wins

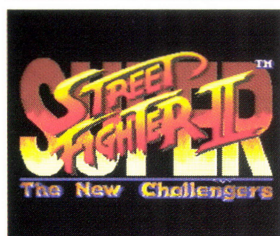


1. THE UNKNOWN XXX (New York, NY)—211
2. \*THE MASTER JON (Decatur, GA)—203 wins
3. \*STORM SHADOW (Stone Mountain, GA)—188 wins
4. SHAMGOD!!! (New York, NY)—163 wins
5. \*KiLLer\* (Parma Heights, OH) —141 wins

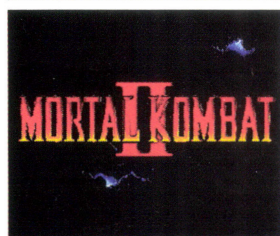


1. SIR KILL-A-LOT (Salt Lake City, UT)—24 wins
2. LOVERBOY (New York, NY)—20 wins
3. DEADLY GHOST (Ridgecrest, CA)—18 wins
4. Classic Sub-Zero (Virginia Beach, VA)—14 wins
5. FANATICAL (Seaford, DE)—9 wins

### SUPER NES



1. Elusive Operator (Berkeley, CA)—137 wins
2. Briareos (Dallas, TX)—123 wins
3. China Cardenas (Pasadena, TX)—112 wins
4. UNION (Conyers, GA)—107 wins
5. Nothingness(NBK) (Philadelphia, PA)—95 wins



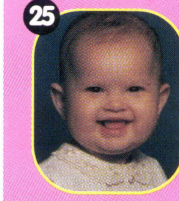
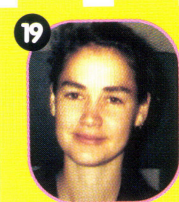
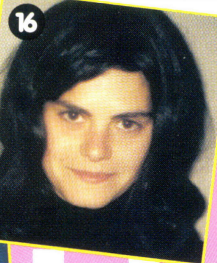
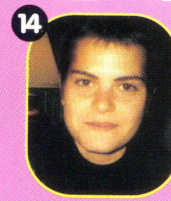
1. SouL SteaLer X (Orlanda, FL)—197 wins
2. Wargod (Wilkes-Barre, PA)—185 wins
3. A R M A N D (West Valley City, UT)—181 wins
4. Ghost Rider X (Orlando, FL)—175 wins
5. SphiNX (Orlando, FL)—171 wins



1. MAGNUS ZHOR (Upper Merion Township, PA)—278 wins
2. aL CoHoLiC X (Orlando, FL)—212 wins
3. Morning \* S t a r (Salt Lake City, UT)—202 wins
4. "DARK LEGEND" (Phoenix, AZ)—173 wins
5. Lord GameGod (No Phoenix, AZ)—171 wins



# Betty's Index



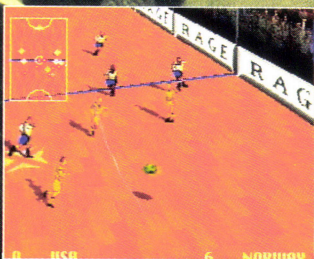
**1. maria gonzalez.** 22 years old, student. likes to play *tekken 2* (arcade). touch by mac is her favorite lipstick color. **2. alain levitt.** 22 years old, musician. likes to play *wipeout* (playstation). his waist size is 34". **3. jim nicola.** 27 years old, kung fu hero. likes to play *donkey kong country* (super nes). he is 5'10-1/2". **4. mike idemoto.** 23 years old, independent filmmaker. he likes to play *galaga* (arcade). he wears a size 10 shoe. **5. minju pak.** 23 years old, superstar. likes to play *bust-a-move* (arcade). she goes to bed at 11:30 pm. **6. vanessa jack.** 25 years old, tv producer/film student. likes to play *ms. pac man* (arcade). she owns at least 15 pairs of shoes. **7. damon reeves.** 28 years old, projectionist. likes to play *q-bert* (arcade). he plays guitar, drums, piano, bass, and harmonica. **8. sonny geras.** 22 years old, graphic artist. likes to play *indy 500* (arcade). he does not drink coffee. **9. jeff heger.** 50 years old, theater manager. likes to play *tetris* (gameboy). he drives a cream colored car. **10. pam kochiya.** 20 years old, cashier. likes to play *tapper* (arcade). she went to a punk rock gig in shinjuku when she was 17. **11. aaron hans.** 21 years old, aspiring american gladiator. likes to play *fighting vipers* (arcade). he belongs to the beer of the month club. **12. eric nakamura.** 26 years old, restaurateur. likes to play *super buster brothers* (super nes). his dog's name is hanako. **13. navarro ristagno.** 23 years old, sushi chef. likes to play *samurai shodown III* (arcade). he channels frequencies from planet x and cleveland. **14. branca nitzsche.** 21 years old, ballerina. likes to play *super bomberman* (super nes). she hates doughnuts. **15. hans ninemil.** 18 years old, graffiti artist. likes to play *street fighter alpha* (arcade). he has the entire collection of the love boat on tape. **16. cristal nitzsche.** 13 years old, figure roller skating champion of brazil. likes to play *zoom* (genesis). she lives in tropical weather and has ten coats. **17. mike fluge.** 29 years old, student. likes to play *mortal kombat 3* (genesis). he likes to go fishing for trout. **18. robbie delrosario.** 11 years old, rapper. he likes to play *nba live '96* (genesis). his favorite movie is mary reilly. **19. stephanie miller.** 26 years old, graphic designer. likes to play *soul edge* (arcade). she has two brothers and two sisters. **20. bill nelson.** 26 years old, art director. likes to play *galaxian* (arcade). he gets up in the morning when his dog licks his face. **21. gianni biasseti.** 4 years old, little kid. likes to play *super mario brothers* (nes). he likes fila. **22. lisa jenio.** 33 years old, magazine editrix. likes to play *pong* (atari 2600). she likes to eat twizzlers as breakfast food. **23. sim robledo.** 26 years old, travel agent. likes to play *virtua fighter 2* (arcade). she's a londoner and likes to say "go home and cry to your mama." **24. gabe soria.** 23 years old, noise rock auteur. likes to play *resident evil* (playstation). he's cerebral. **25. madeleine soria.** 1-1/2 years old, gabe's niece. likes to play with her food. she lives in norway. **26. mark larson.** 27 years old, career wannabe. likes to play *bust-a-move* (arcade). he's not a mama's boy. **27. peter velasquez.** ? years old, art director. he likes to play *krazy ivan* (playstation). he likes apple pie, but peach pie is his favorite. marie callender's peach pie is on sale for \$4.95. **28. claire carney.** 29 years old, ad rep/bartender. likes to play *tekken* (playstation). she swears like a sailor. **29. wade hammett** (on left) and stranger. 24 years old, smooth operator. he likes to play *earthworm jim* (genesis). he hangs in the french quarter of new orleans.



# HEADING FOR PLAYSTATION!



*"A very fine FIFA-beating performance." - X GEN*



**TWO GAMES IN ONE:  
INDOOR & OUTDOOR SOCCER!**



**FULL OF INTERNATIONAL  
HIGHLIGHTS!**



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FOR THE BANANA!**



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Striker 96™ meets you head on with state-of-the-art soccer including an exclusive indoor soccer option! Exhibition, league, tournament and championship modes! Simulation and arcade options! View the ultra-realistic play from any of seven different camera angles and catch an instant replay of your majestic moves and greatest goals! The #1 team sport in the world comes alive!



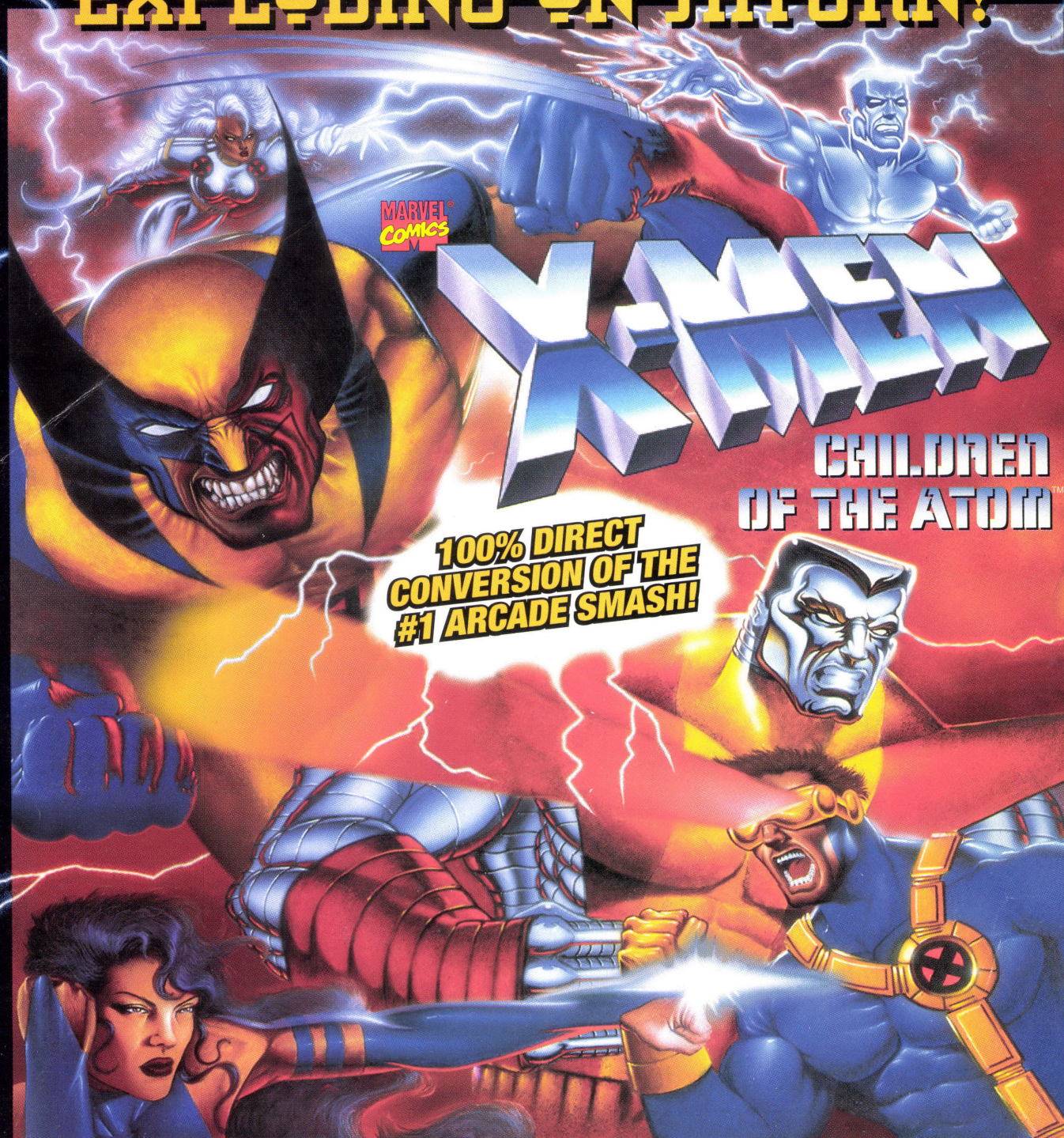
## STRIKER 96™



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**BORN OF THE ATOM. RAISED IN THE ARCADE.  
EXPLODING ON SATURN!**



**100% DIRECT  
CONVERSION OF THE  
#1 ARCADE SMASH!**

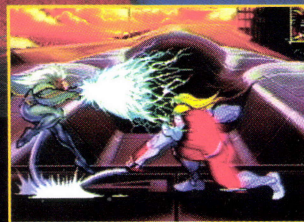
**CHILDREN  
OF THE ATOM™**



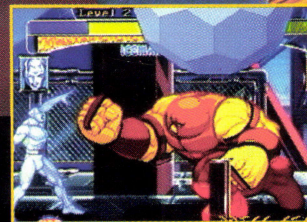
**X-POWER MOVES!**



**MULTI-HIT COMBO MOVES!**



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